Pathfinder LITE

Based on the Microlite20 core rules
by Morgan Mains

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INTRODUCTION

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

What is a 'Role Playing Game' (RPG):

Unlike board games which are built around very structured rules and limited to the edge of the game board; a true RPG uses a foundation of rules in order to facilitate a free flowing, unlimited, game that is bound only by imagination! Every game involves you directly in the greatest story that's never been written; where your character is the hero (or the villain?!) in a story that is not predetermined because it unfolds and changes as the characters actions change the fictional world around them.

Think of a play, movie, or better yet a radio drama broadcast. The core of a real RPG is to play the role of a Player Character (PC); similar to how an actor plays the role of a character in a play or a movie. However you don't actually put on a costume and physically act out the game; that's why a radio broadcast is a better analogy because everyone at the table uses narration to play their role. The players are similar to actors in a play while the Game Master (GM) is like the director of a play and is essentially just another player at the table but with a distinctly different role. The GM's role is first to make sure people are having fun! Secondly the GM adjudicates decisions and interprets rules. For every action there is a reaction; players declare actions that their characters take and the GM describes the reactions that occur.

> *A player declares their character struts to the provisions shop , hollers for the vendor, so they may order supplies... the GM describes how the shopkeeper reacts, walks over, and addresses the player... now a conversation between the shopkeep and the player's character ensues. As you can see the GM is also an actor at times and will have to play the role of many Non Player Characters (NPCs).*

From this example you may wonder why we need any rules or guidelines at all? What more is there than to Role Play like this example? As another example; the player declares their character will try and use diplomacy in order to talk the shopkeeper in to selling five rations at a discount; the shopkeeper has no intention of selling at a discount since he wishes to make a profit…. How do we determine who's will is stronger? This is where the rules come in to play; players will use special dice to roll numbers that will be checked against another number to determine the outcome. If the player's dice rolls succeed then the character gets a discounted price but if the player's dice rolls fail then he must pay full price. This is why the story is unpredictable; there is no script and the story may go any number of directions!

You may question this situation by thinking 'why not just have the player and game master role play their characters and the player should try to convince the game master through a debate'. There is nothing stopping players from agreeing that this is how they would prefer to play. However players also have a good argument to say that dice rolls and using characters ability modifiers to those dice rolls are a preferred method of resolution. This is because players are not their characters; there is a distinct difference. Sometimes players will have characters with ability scores that are way beyond what a real human is capable of or for a real human to comprehend; so how do you play out a role you can't truly comprehend? That's where dice rolls and modifiers can play a key role; you may wish to use your characters super-human intelligence to think of convincing the shopkeeper to sell the character rations at a discount. You would then use the rules and dice rolls to determine whether or not the character actually achieved this or if the character failed.

A lot of actions declared by players and GMs do not even require dice rolls. A good rule of thumb is to consider almost all actions are successful if there is no threat or opposition. If there is no time limit or no opponent threatening a character then they can take the time to do an action correctly and all the GM has

to do is describe the reactions. Now if there is a threat like a time limit or an opponent then you should to start rolling dice; or if an action is opposed by another character then you should roll to see who wins. For example a player says their character tries to tell a lie (bluff) and convince someone it's the truth; that action is opposed by the other character as they are trying to sense the motive (sense motive) of the character telling them the lie. This is another situation where the rules and dice are used to determine who fails and who succeeds.

It's Not Just About Winning & Losing

There are many ways to measure 'success' when playing an RPG; when your character hoards treasure, attains levels of experience, wields powerful magical items, is recognized with illustrious notoriety, or masters the power of arcane or divine magic. When these things are achieved it does not mean a player 'wins' the game. Conversely a player does not 'loose' when a character dies, riches are lost, evil triumphs, or goals are not achieved. Like any good story; tragedy is part of the plot that makes a story interesting. The one universal measure of success that all should strive for is to have fun! Above all that is the duty of the GM; to ensure the game is fun. However every player is responsible for making the game enjoyable; players who ruin the fun for others may find themselves sitting alone at the table….

They Are More Like Guidelines Than Rules

Please don't fall into the trap of feeling like you have to know everything about the game and how it works before you can play it. Read over the rules, create some characters, get a player to be the GM, and play some games! Yes; you'll mess up on some formulas or forget to add in that one bonus. Maybe you'll even totally mess up and ruin a game or two. That's OK! Some have gamed for over a decade and still forget things here or there.... the main objective is to have fun; not make sure you apply every rule, remember every little thing, or execute some perfectly planned epic adventure. If everything was meant to go just as you wanted then there would be no need for any of this; you would just write a fictional novel.

Start very simple. Creating characters and doing a few encounters can easily take hours finish. Using a published adventure to start with is a great idea since it's already somewhat balanced for a particular character level, group size, and most of the numbers are already given. The new GM will have enough to keep them busy without having to write up an entire adventure themselves. Any published adventure advertised as an Open Game License (OGL) compatible product will work perfectly with Microlite20. There are many which are free to use or purchase.

What A Player Knows & What A Character Knows

This is often referred to as 'metagame' information and is a very key aspect of RPGs. There are two types… One type is 'real world knowledge' vs. 'in game knowledge'; a player may know how to engineer a bridge (real world knowledge) but that does not mean their character does... just as a character may know how to control magic and cast spells (in game knowledge) where as a player does not.

Another type is 'in game knowledge that not all characters know about'. For example; one character is on the other side of town talking to a non-player character that tells them some important information. Now the GM and player may have narrated that conversation out loud at the table for all the players to hear but that does not mean the other characters know about it because their characters weren't there to actually hear the non-player character. Only if that character goes back to the other characters and chooses to share what they learned will the other characters know about it.

Players and GMs must keep these things separated and not leverage metagame knowledge to influence their decisions. To play the role of another character a player must make decisions based on only what the character knows. There must be a clear distinction between players and characters. Players tend to try and play extensions of themselves in the game world instead of playing the role of their character thus blurring this distinction. It's a Role Playing Game because we are playing the roles of our characters. There must always be a distinction between players and characters; make no mistake this is a fictional game and not a reflection of reality.

The Key to a Player Character is Their Character

A Player Character is made up of more than a Race, Class, Level, Alignment, Ability Scores, Skill Ranks, and other statistics. Let's start by explaining some of these basic attributes and then go beyond. Just like you are of the human race your character has a race and there are many to choose from. A character's class is their way of life; similar to a profession but more extensive and robust. The ability scores of a character define core physical and mental prowess; how smart, strong, fast, wise, or charismatic a character is. Skill ranks represent how capable a character is at a particular skill. Your character's alignment is their moral compass and helps a player make decisions from the character's point of view; now we are getting a little deeper.

When you create a character you should do more than fill out the blank spots on a character sheet with the above mentioned stats. Develop a character concept; what kind of persona do you want to role play? Where did this person come from and what is their background? Does this character have any fears, ambitions, quirks, or other defining characteristics? What sort of personality does this character exhibit? There are two basic methods to begin with; one is to dream up a character's background and persona then fill out the character sheet to try and quantify your character with numbers. The other is to fill out the character sheet and use those numbers as seeds to generate a character's personality and history. This is not abstract, pointless, information; it should be used to help players get 'in character' and to truly play the role of their character.

Rule Sets & Mechanics

Microlite20, D&D, Pathfinder, GURPS, Savage Worlds, and other rule sets are guidelines or rules structures to aid all the players in adjudicating how things are resolved and so everyone is 'playing by the same rules'. D&D is a great combat resolution system; you'll notice most everything about the mechanics of D&D revolve around combat. That doesn't mean your RPG has to be all about combat; it just means you have a good way of resolving combat when it happens.

Given that Microlite20 is completely compatible with D&D 3.5 it is also focused on combat. Another great facet of D&D and Md20 are Skills and Actions which create a good system for resolving things outside of combat. As mentioned above in an example we used the actions of Diplomacy in the example of a character trying to talk down the shopkeeper's price; as well as Bluffing (to tell a lie) and Sense Motive (to detect the lie) in the case of one character trying to lie to another character.

The system we will be focusing on is Microlite20 (M20) which is a streamlined, simple, robust, version of D&D 3.5. Both of these systems are built on the core d20 system which is really quite simple. You roll 20 sided dice (called a d20) add up any bonuses, subtract any penalties, and check that against a target number. If the result is higher, or equal to, the target number then it's a successful roll but if the number is lower than the target number then it's a failed roll. Here are some other dice that are used often in the d20 system which are designated by a "d" which is the number of sides they have: d4, d6, d8, d10, d12 are your other typical dice and you may also use a d2, d3, and d100 or d% infrequently. You can easily find a set of dice from a local game shop that should include a d4, d6, d8, d10, d12, and a d20.

All you really need to get started with are a set of dice, a pencil, some paper, the core Md20 rules, and your imagination! Everything else are just accessories which should only be added in order to improve the game and make it more fun; if at any point an accessory takes away from the fun then it should be removed. The first accessories you may want to add to your game are character sheets and OGL compatible adventure module; this published adventure will give your gaming group a great starting point.

Let's Define Some Key Terms

Turn: Each character (PC or NPC) typically gets one turn per 'round'. Rarely does a turn actually get skipped completely. Even if a character is unable to take any actions on their turn things may occur on their turn. For example a PC was knocked unconscious on an NPC's turn. Now it's the unconscious PC's turn but they can't take any actions because they are unconscious. The GM can still acknowledge their turn and describe how they are lying on the ground, knocked out, and in desperate need of aid!

Round: A full rotation of Turns; once everyone has taken a Turn in order of 'initiative' the Round is complete. Not everything has to work in rounds however; these are just useful when players are trying to figure out who goes first and in what order things happen. Most of the game can progress outside of rounds and just flow freely. If a situation starts getting confusing because players are declaring actions in quick succession and the GM can't adjudicate what happens in correct order or describe reactions fast enough then the need to work in rounds is necessary to resolve the encounter. You can go in order of who said something first (logical order) or in order of Initiative (initiative order). Most times initiative order is necessary for combat encounters because this factors in the reaction time of a character and not the player. A lot of role playing encounters can simply go in logical order and be more forgiving on what order players go in. When going in logical order it's important for the GM to make sure players get somewhat equal turns as the more extroverted players will spend more time narrating and declaring actions while more introverted players will sit back and listen.

Initiative Order: A great system of determining who goes in what order. All players rolls one 20 sided die plus their characters Dexterity Stat modifier (Roll 1d20 + DEX). Highest number goes first and you go in order from highest to lowest. Anyone who rolls the same number will roll again and whoever wins that roll goes before the other person but at that same slot in the Imitative Order. It is best to write down the initiative order for that encounter so everyone can quickly reference who goes when. Usually a new initiative order is needed for a new encounter but sometimes you can keep the order for several encounters.

Actions: Players declare actions and typically get one per turn. There are many different types of actions but the two we will mostly deal with are Standard Actions and Free Actions. Standard Actions take an entire 'turn' to complete thus your character only gets one Standard Action per 'turn'; examples would be searching a small area, disarming a trap, attacking an enemy, running a short distance, or reloading a ranged weapon. Free Actions are almost instantaneous and your character can do several of them per 'turn' in addition to a Standard Action; things like shouting to a friend, giving a hand signal, or drawing a weapon that is easily accessible. Other actions your character may use are Full Round Actions which are started on your turn but do not actually complete until the entire 'round' is over and actions that require concentration or focus but can be maintained over several rounds. Examples would be more powerful spells sometimes require a full round before they are actually executed and their effects take place or other spells that require your character's concentration in order for their effects to be maintained over several rounds.

> *The GM has described a combat encounter that is unfolding and asks everyone to roll for Initiative. All of the players roll 1d20+DEX and the GM rolls for all of the NPCs then someone writes down the imitative order from highest to lowest. One player says their character shouts "Stand fast, they are attacking!" draws her mace, and attacks the closest opponent. Another player declares their character casts a powerful spell but the GM interjects and says that the effects of that spell will take place at the end of the round. The last player says his character pulls his long sword and charges from the back of the room to a nearby opponent.*

If necessary; players may need to roll dice to 'check' and find out if their character succeeds or fails. The GM describes what happens if the action succeeds or fails and then what reactions take place based on the results. The Actions listed in the Md20: Player's Compendium are merely suggestions to help you quickly decide what Skill and Stat 'modifiers' to apply to a 'check' for a given Action but that doesn't mean you have to use the listed formulas every time. A good example is the action Escape Artist; there is a difference between escaping by trying to break a chain or escaping by trying to undo a knotted rope so you may decide to use different Skill and Stat 'modifiers' to calculate a result. As stated above; rule of thumb is most actions automatically succeed unless there is a threat or opposition. In the case of escaping from being tied up the character is being opposed by the rope.

Since a 'check' may be needed to determine if an action is a success or failure players should word their actions carefully so they are declaring that their character is attempting an action and not assuming its success. For example a player should say "my character slashes at the hobgoblin with her longsword" instead of saying "my character stabs the hobgoblin" because the latter assumes that the action was a success when in fact a 'check' is needed to determine if the character actually hits the target they are

attacking.

> *A player declares that their character is going to attempt to climb a fieldstone wall. The GM asks the player to roll a 'climb check' by rolling one 20 sided die (1d20) and adding the Physical Skill modifier and Strength Stat modifier. The player rolls one 20 sided die (1d20), adds her characters Physical Skill modifier (Phys), and adds her characters Strength Stat modifier (STR) for a total of 16 (1d20+Phys+STR=16). Now the GM compares the result of 16 to a Difficulty Class (DC) he has for climbing this wall which is 15 and determines it's a successful check so he describes how the character climbs the wall and what they can see when they look over the top.*

Check: This is when a player rolls their dice, adds their bonuses, subtracts any penalties, and the GM 'checks' the result against a target number to decide if it's a success or fail. Usually the target number is called a Difficulty Class (DC). You'll hear a lot "roll a listen check"; that means a player will roll 1d20 + bonuses - penalties and the GM checks if the result passes or fails. The players are checking to see if they succeed or fail in the actions they declared. The GM ultimately decides if a check succeeds or fails and then describes the reactions based on the results.

Modifiers: These are positive and negative numbers applied to checks. They are easily identified with a + or a – proceeding the number. A Bonus is a positive (+) modifier and a Penalty is a negative (-) modifier. A lot of times people use the word Bonus interchangeably with Modifier but technically a Bonus is just a type of Modifier. An example would be when calculating a character's Ability Scores and their modifiers; depending on what results you roll for their Ability Scores a character can possibly end up with a STR Bonus, a DEX Bonus, but a MIND Penalty! This is not a bad thing; but rather a clue as to how to role play this character. They are strong, nimble, but not so intelligent or wise. This character will shine when Strength is necessary to triumph but will rely on the help of friends when Intelligence or Wisdom is needed. This is very much a game of cooperation.

Difficulty Class (DC): This is a target number used to identify how difficult it is to succeed; the result of a roll must equal or exceeded a DC in order to achieve success. So if the DC for making a long jump is 20 then a player must roll 1d20 + bonuses – penalties and if the total is 20 or above then the GM describes how they successfully make the jump! If the total is less than 20 then the GM describes how the character failed the jump.

How does a GM determine a DC for something? Make it up! Seriously though; let's start with a rule of thumb: 0-5 DC is Very Easy, 5-10 DC is Easy, 10-15 DC is Average, 15-20 DC is Above Average, 20-25 DC is Hard, 25-30 DC is Very Hard, 30-35 DC is Heroic, 35-40 DC is Very Heroic, and 40+ is ... well.. Demigod? You get the idea. The problem with this scale is the relativity to character levels; higher level characters have much better bonuses and thus even a DC of 15 will eventually become trivial.

Another way to gauge the difficulty of a DC is by looking at a character's bonuses and level; so if a character is level 5 and has +8 bonus to Physical Skill and +4 bonus to Strength (STR) then you know that a DC of 0-12 for something that requires a check using Physical + STR is pointless; they will achieve it without even rolling because their bonuses equal 12 which means the 15-20 DC isn't really 'above average' for them and would be relatively 'very easy'. By looking at a character's bonuses you can make up a DC on the fly pretty easy. Thankfully you'll find a lot of published adventures list DCs of things for you already and are balanced against suggested character levels for that adventure.

Encounter: This is a pretty loose definition of an event that is comprised of several objectives. A good example is a combat encounter; a fight between the players' characters and a dragon could be one encounter where the objective is to win. A more complicated encounter may have precluded this; finding the dragon's lair in the forest and they had to achieve three objectives in order to find it; 1) navigating the forest, 2) finding the lake, and 3) locating the secret entrance. All kinds of actions and checks would be involved in this encounter. Survival checks to successfully navigate the forest, Search, Gather Information, or Survival checks to find the lake, and Search or maybe even Swim checks to find and swim out to the a small island where more Search checks were needed to find the secret entrance. Even getting through the entrance could be an objective requiring Disable Device checks in order to figure out the mechanism to open the entrance!

Adventure: This is a short story that the players get to partake in. It's a compilation of several encounters and typically has a clear beginning with a clear ending. These are products available for free or purchase. Look for OGL compatible products offered at your local game shop, for sale at Paizo.com, or available freely from Wizards of the Coast website and other great websites. You can even find some available at MicroLITE20.net. Pazio and WotC have outstanding adventures which are often called 'modules', 'scenarios', or 'adventure paths'. Once your GM has a good understanding of the rules; all of the players may wish to come up with their own adventures or maybe to just have an open-ended 'campaign' in a fictional world which nobody knows where they may end up and they go wherever their imaginations take them!

Campaign: This is an ongoing or large story, which players partake in over many game sessions. It's a compilation of many adventures. Let's go back to the movie analogy; take a trilogy like Lord of the Rings (LotR) or the Star Wars anthology where you have an overarching story that takes all of the movies to resolve but you also have many smaller plots and many adventures going on during each movie. So LotR would be the Campaign whereas *Fellowship of the Ring*, *The Two Towers*, and *Return of the King* are the Adventures and the adventures are all comprised of successive Encounters which are interlaced with many objectives. Even in these great stories; not all of the objectives were achieved, there was much failure, and many lives were lost…. But in the end they still worked out to be a great stories.

Acronyms: Common acronyms or short hand that every player should know.

GM	Game Master
DM	Dungeon Master (another name for GM)
PC	Player Character
NPC	Non-Player Character
DC	Difficulty Class
AC	Armor Class
STR	Strength (Usually refers to STR modifier)
DEX	Dexterity (Usually refers to DEX modifier)
MND	Mind (Usually refers to MND modifier)
Phys	Physical Skill
Comm	Communication Skill
Sub	Subterfuge Skill
Know	Knowledge Skill
Ref	Reflex Save
Fort	Fortitude Save
Will	Will Save
DMG	Damage
CL	Caster Level
LVL	Level

Dice: Typical dice used and their shorthand name.

d20	20 Sided Die
d2	2 Sided Die (usually a coin or token)
d3	3 Sided Die (usually a d6 with the numbers 1,2,3 repeated twice)
d4	4 Sided Die
d6	6 Sided Die
d8	8 Sided Die
d10	10 Sided Die
d12	12 Sided Die
d100	100 Sided Die
d%	Percentile Dice (usually one die has 00-90 and another has 0-9)

Encounter Examples

These specific examples using Md20 mechanics should help fill in some gaps. The stage will be set with 4 players; 3 with Player Characters and one GM. Simon will be the GM, Linda will play the character Helen, Larry's character is named Sly, and Tristan has a character named Kronk. They are about to embark on an adventure in a small city…

Player	Character
Simon	GM
Linda	Helen
Larry	Sly
Tristan	Kronk

Role Playing Encounter

Our GM, Simon, has described a bulletin board filled with notes, letters, and posters of all kinds but one in particular was larger, more colorful, and offered a 'hefty reward'. Larry announces that Sly reads the poster and motions for his friends to take a look at it with him. Simon says that the poster explains the local magistrate is in need of help with investigating some missing sewer repairmen. Intrigued now; everyone agrees to make their way to the cities civic district and they now find themselves in the magistrate's office. The GM explains that the magistrate doesn't even look up from some documents he's reading over and gruffly announces "and what can't I do for you today? Do be quick; I'm a busy man…"

Linda rolls her eyes and declares that Helen scoffs at the magistrate. Tristan believes Kronk is insulted and says that Kronk will try to intimidate the magistrate and says Kronk barks back at the man "Now see here you overpaid pompous leech!" Larry tries to diffuse the situation with a bit of sarcasm and explains that Sly addresses the magistrate calmly and says "Well we did come to help investigate the missing workers; but if you're too busy…" and turns to walk away.

Simon the GM asks Tristan to roll 1d20 plus Physical skill plus Mind stat modifier for an Intimidation check which results in a 19 (1d20+Phys+MND=19). The GM compares this to a DC of 15; success. So Simon explains that the magistrate drops the papers onto the desk and trips over himself to apologize "Ah, uh… yes, of course, our little problem in the sewers! Quite sorry, I was.. um.. in the middle of something and did not realize I was being so rude."

Tristan interjects to declare that Kronk folds his arms and responds "That's more like it…" Followed by Linda announcing that Helen asks "What is it you need us for?"

The GM says that the magistrate explains the situation "You see we've had complaints about a backed up sewer section in the south ward of the city. We sent out three workers to assess the problem in the sewers and make any necessary repairs. Only one of them came back, filed a report, and quit on the spot. She swore in her report that they had been attacked by enormous rats. She insisted that one of these rats walked on two legs, wore ragged clothes, and wielded crude weapons. We believe this is evidence of a giant rat infestation and we need a well-armed group to …. Ummm… take care of them. An outbreak of rat-lycanthropy in the south ward would be a disaster for my political career. What say you to the job?"

Larry is first to respond and states that Sly asks "What's in it for us? How much does this job pay?" Linda follows to announce that Helen asks "And what if we are bitten and infected with this form of lycanthropy; will you pay for the services at a local temple to heal us?"

Simon says that the magistrate replies "Ah, payment… I'll pay 50 gold pieces for each giant rat tail you provide as evidence. With regards to your personal safety and any associated risk I would consider that a hazard of taking this job."

Linda says that she wishes to use Diplomacy and that Helen responds "Well if we are to take on such risk ourselves we'll need to be paid better so that we can cover associated costs." Linda then rolls 1d20+Communication skill+Mind modifier for a result of 16 (1d20+Comm+MND=16) and Simon checks that against two DCs he has; a DC 15 to pay 65 GP per tail and a DC 20 to pay 80 GP per tail.

The GM says that the magistrate rubs his chin to think a few moments and says "A valid point to be sure; I can go as high as 65 gold pieces per tail. Do we have a deal?"

Tristan then says he wishes to try further Diplomacy and that Kronk explains "In that case we'd have to

bring in a lot of tails just to cover the cost of curing one disease; we'll need more like 85 gold per tail." Now Tristan rolls 1d20+Comm+MND=8. Simon shakes his head as he compares the result to his DCs.

Simon says the magistrate shrugs his shoulders "Well then you'll have to do just that; I'm sorry I can't go any higher." The group of players talks amongst themselves and decides it's a fair deal. Larry says that Sly announces to the magistrate that they will take his offer and report back soon with what they find. Simon explains that the magistrate thanks them and draws a simple map of how to get to the south ward and marks where the sewer entrance is. This encounter is over and the adventure is afoot!

Non-Combat Encounter

Simon, the GM, describes the party's tour through the city as they head for the south ward. He asks the players if their characters wish to do anything such as buy supplies or other things before they head toward the sewers. Everyone agrees they are well stocked and ready for some action! Simon explains the party continues walking and have arrived in what they believe is the south ward; the sun is setting as it took most of the day to get this far. It's a rundown part of town so Simon describes how it's fraught with dilapidated buildings, debris strewn about, and most of the people walking the streets look at them with unease or sizing them up. He then explains down at the bottom of a small hill one of the streets has standing water in it; he pauses and asks what the players wish to do.

Larry and Linda agree that their characters will head down to the flooded street and start searching around for a sewer entrance. Tristan says that Kronk is going to stick close to Sly and Helen but will be focusing on spotting for any trouble. Simon explains that they all march down the hill and asks if they are going to wade into the knee deep water or walk around its edge; everyone agrees to wade into it. He continues and says it's very cold, murky, water so it's hard to see anything but it never gets more than knee deep.

Simon asks Larry and Linda to roll Search checks and for Tristan to roll a Spot check. Larry rolls 1d20+Phys+DEX=18 for Search, Linda rolls 1d20+Phys+DEX=7 for Search, and Tristan rolls 1d20+Phys+MND=12 for Spot. The GM checks the Search DC of 15 to find the sewer entrance and describes that Linda's character, Helen, is having a tough time seeing through the water or feeling around with her feet. However Larry's 18 is a success so Simon explains that Sly notices Helen isn't having much luck so he takes a different approach to look and listen where the water is coming from which pays off and he sees the water slowly moving out from a dark alley to the south. Now for Tristan's Spot check; there is actually nothing dangerous here to spot but the players do not know that so Simon says that Kronk has not spotted any trouble yet to which Tristan responds that Kronk will continue to stick with the group and keep an eye out.

Larry says that Sly points down the ally and tells his friends "Hey, the water is flowing out from this ally. Let's go check it out!" Linda and Tristan agree and declare their characters follow Sly. The GM describes how the characters wade through the water making sloshing noises the whole way and head some hundred feet down a dark, smelly, narrow ally. Tristan declares that Kronk draws his scimitar and is listening as well as looking for any trouble; he rolls 1d20+Sub+MND=15 for Listen and 1d20+Phys+MND=12 for Spot. Simon checks these against DCs for spotting a hidden were-rat that nobody is aware of; Listen DC 13 and Spot DC 18, so he describes that Kronk hears other splashes that aren't his friends and he sees off in the dark what look like large normal rats searching for food (so he has explained how the Listen check was successful but the Spot check failed which is tricky).

The group talks amongst themselves and decides to stick together and go investigate the sounds and rats. Simon describes how they wade over toward the sounds and pass over a sewer drain grate that is bubbling up water from below; obviously the source of the water pouring down the ally and into the street. As they wade further down the dark alley way a brick outcropping coming out of the stonework street of the ally comes into view and the several rats scamper off into an open service door. Looking at the double doors Simon describes a stamped metal sign that reads "Sewer – South Ward – Area D"; the door with the sign is still shut but the other door is half open. Suddenly the GM says everyone sees a small arm covered in wiry brown fur reaches out from behind the closed door, grabs the open door, and slams it shut. Simon then asks everyone to roll a listen check! Larry, Tristan, and Linda all roll 1d20+Subt+MND for 18, 11, and 7 respectively. After looking at a Listen DC of 12 for the wererat the GM explains that Sly hears the muted sound of wet feet running down stone stairs.

What will happen next? Who knows! It all depends on the decisions of the players. They may follow right away into the sewers and try to catch the wererat. Perhaps they decide to hide and wait outside the door for one to come out. They could also take their time and try to track down the wererats instead of rushing in.

Combat Encounter

Larry quickly responds by declaring that Sly shouts "I hear him running down into the sewer; let's get him!" Tristan says that Kronk isn't going to wait to talk this over and declares that Kronk tries to kick open the door. Linda looks at her spell list and declares that Helen casts Light on to her mace and then draws it from her belt; then Linda subtracts 1 Hit Point (HP) from Helen's character sheet for the cost of casting the spell. The GM asks Tristan to roll 1d20+Phys+STR to see if he is able to kick in the door; while he's rolling that Simon explains that when Helen casts her spell and grabs her mace it begins to glow with intensity similar to a torch. Tristan then says his result is 22 which Simon checks against a DC of 20 to break open the door. The GM describes how Kronk takes two strong steps forward and in one fluid motion lifts a leg, kicks into the doors, which burst open with a cacophony of noise. Simon then explains Kronk is greeted with the surprise of a shadowy creature at the bottom of the slimy stone stairs who fires off a crossbow at him!

The GM declares this is a surprise round so the wererat gets to attack first and then everyone will roll for initiative. He then rolls 1d20 plus the wererat's Missile Attack modifier for a result of 12 (1d20+Missile ATK=12) and compares that to Kronk's AC on his character sheet which is 16; it's a miss so Simon describes that the crossbow bolt whistles by Kronks head narrowly missing him! The GM then asks everyone to roll for initiative and everyone rolls 1d20+DEX; Linda gets a 5, Tristan rolls a12, Larry gets a 7, and Simon rolls a 17 for the wererat archer. Larry writes down the Imitative Order as wererat archer, Kronk, Sly, and Helen in order to keep track of what order turns are taken.

Since the wererat had the highest number he goes first and Simon declares that the wererat breaks left and scuttles off down into the sewer. Tristan says that Kronk shouts "Get him!" and sprints down the stairs to chase down the wererat. Both Larry and Helen declare their characters run down the stairs but stop at the bottom and only turn in the direction the wererat went. The GM explains that clamors down the stairs Kronk, rounds the corner at the bottom of the steps, and is greeted by three giant rats visible just on the edge of Helen's torch light while Sly and Helen stampede down the stairs, turn and see the same. Simon describes the giant rats as he rolls initiative for each of them; they all are huge rats the size of an average dog. He continues to explain how they gnash their teeth, give off loud squeeks, as their fur bristles up while they turn to face off against the party. The GM explains one has black fur, another is a chestnut brown, and the third is dark grey. Their imitative numbers are: wererat archer was already a 17, the black rat rolled a 4, chestnut got a 10, and the grey rat rolled a 1. The new initiative order is wererat archer, Kronk, brown rat, Sly, Helen, black rat, and grey rat. .

Simon describes a scratchy, squeaky voice, screams from the black shadows of the sewer "Intruders! Don't let them pass!" The GM makes a mental note that the wererat is spending its turn reloading a crossbow.

Tristan declares that Kronk runs up to the brown rat and swings his scimitar at it; he rolls 1d20+Melee ATK=17. The GM checks this against the brown rat's AC of 13, tells Tristan it's a hit, and asks him to roll for damage. Tristan rolls 1d6 plus his STR modifier for 7 (1d6+STR=7) and Simon explains how Kronk slices through the large rat's hide and begins to bleed down its side.

The brown rat is retaliates and the GM declares that it attacks Kronk and rolls 1d20+Melee ATK=21. Checking Kronks AC of 16 it's a hit so Simon rolls 1d6+STR=6. While Tristan is subtracting 6 HP from Kronk's character sheet the GM describes how the brown rat side steps the black rat, finds a weak spot in Kronk's armor, and bites him.

Now it's Sly's turn and Larry says Sly draws a hand axe and throws it at the black rat. Larry rolls 1d20+Missile ATK=11 so Simon checks that against the black rat's AC of 15 which is a miss. The GM explains that Sly throws the small axe but the black rat dodges it just in time and it flies off into the dark landing with a splash.

Linda declares that Helen charges up to get up next to Kronk in order to help. This also puts her in range of both the brown and black rats. She specifies the black rat as Helen's target and rolls 1d20+Melee ATK=16 and the GM confirms this is a hit based on the black rat's AC15 so he asks Linda to roll damage. She rolls 1d8+STR=8 so Simon describes how Helen charges on the black rat and swings down her mace which sinks into the rat's soft body which causes it to screech loudly from her crushing blow.

Taking advantage of Helen's move the black rat attacks Helen so the GM rolls 1d20+Melee ATK=14. Checking Helen's AC of 14 and this counts as a hit so Simon then rolls for damage with 1d6+STR=4. The GM explains how Helen is caught off guard as she ran up into the fray so the black rat was able to rear up and claw her. Linda subtracts 4 HP from Helen's character sheet.

Finally the GM decides the grey rat will spend it's turn running up to Sly and engaging him in melee combat. However given the distance traveled the rat will not be able to attack this turn.

This completes a full round of combat!

Back to the wererat archer who is ready to shoot. The GM declares that the archer aims for Sly and fires; he rolls 1d20+Missile=12. Checking against Sly's AC of 13 this is a miss. Simon describes the bolt comes out from the shadows, strays wide to the right, and misses completely then ricochets off the wall.

Tristan says Kronk pivots and slashes at the black rat; he rolls 1d20+Melee ATK=18. The GM remembers that this is clearly over the black rat's AC of 15 and calls it a hit then asks for damage. Tristan rolls 1d6+STR=8 so while Simon subtracts this from the captain's HP he notices it's HP is now less than 0 and describes that Kronk turns and slashes with great force into the black rat's back slicing through his spine and tearing it a gaping gash. The black rat contorts its body while screaming horribly in pain then flops to the ground while blood drains from its body mixing with the murky water.

Since it's now the brown rat's turn Simon declares that the it attacks Kronk so he rolls 1d20+Melee ATK=9. The GM recalls Kronk's AC is 16 so this is clearly a miss; he describes that the brown rat rears back on its hind legs and scratches feverishly at Kronk but does little more than scuff his armor.

For Sly's turn Larry declares that Sly grabs a dagger from his belt and lunges at the grey rat. Larry smiles wide as the dice lands on a natural 20; a critical hit! The GM doesn't bother to check the wererat's AC because a natural 20 always hits so he asks Larry to roll for damage and double the result. Larry happily rolls 1d4=3 doubled for a total of 6 damage. Simon subtracts 6 from the grey rat's HP and describes how Sly thrusts the dagger into the rat's grey pelt and it sinks deep into the left side.

Linda declares that Helen lifts her spiked mace and swings down at the brown rat. She rolls 1d20+Melee ATK=17 which is greater than it's AC of 13 so Simon announces it's a hit and Linda rolls 1d8+STR=7. While Simon subtracts 7 from the brown rat's HP he describes how Helen's mace crushes down onto the rat's shoulder obviously injuring it.

The grey rat responds to Sly by attacking him and the GM rolls a natural 1 so it's an automatic miss and a critical fumble. Simon explains how the grey rat tried to raise his front paws up and scratch at Sly but its injured side had a spasm and caused it squeak loudly in pain and double over causing further injury! The GM subtracts 1 HP from the grey rats HPs.

The second round of combat is over. How will this battle end? It's all a matter of decisions made by all of the players and how their dice rolls end up. It seems likely the characters will triumph and over these soft opponents but what other more powerful and sinister adversaries await them further in the network of sewers? Why are they clogging up the sewers and who is ultimately behind this plot? Nobody knows because their fate is not predestined and this story is being written as these players progress through each encounter.

Now it's your turn to play a part in the greatest story that's never been written!

PLAYERS COMPENDIUM

Ability Scores

(Modifier = STAT – 10 / 2 (round down))
There are three core Ability Scores often called 'Stats'.

- Strength (STR)
- Dexterity (DEX)
- Mind (MND)

Skills & Actions

(Skill Rank = Level + Race Modifier + Class Modifier)
Skill Check: (Roll = 1d20 + Skill Rank + Stat Bonus + Situational Modifier)
There are four general skills that all characters may use.

- Physical (Phys)
- Subterfuge (Sub)
- Knowledge (Know)
- Communication. (Com)

Standard Actions & Skill Checks

Suggested rolls for Standard Actions and typical Skill Checks. Any player may suggest a different roll than listed which may represent more accurately the action their character is attempting.

Appraise - com+MIND
Balance - phys+DEX
Bluff - com+MIND
Climb - phys+STR
Concentration - phys+MIND
Craft - know+DEX
Decipher Script - (Linguistics)
Decipher Language - (Linguistics)
Diplomacy - com+MIND
Disable Device - sub+DEX
Disguise - sub+MIND
Escape Artist (slip free)- sub+DEX
Escape Artist (break free) - sub+STR
Forgery - (Linguistics)
Gather Information - (Diplomacy)
Handle Animal - com+MIND
Heal - know+MIND
Hide - (Stealth)
Hunt / Forage sub+DEX
Intimidate - com+STR
Jump (long) - phys+STR
Jump (high) phys+DEX
Knowledge - know+MIND
Linguistics - comm+MIND
Listen - (Perception)
Move Silently - (Stealth)
Open Lock - (Disable Device)
Perception –
Spot - phys+MIND
Search - know+DEX
Listen - sub+MIND
Smell - phys+MIND
Taste - know+MIND
Perform (act, sing, etc) - com+MIND
Perform (instrument) - com+DEX
Profession - com+MIND
Ride - com+DEX
Search - (Perception)
Sense Motive - com+MIND
Sleight of Hand - sub+DEX
Speak Language - (Linguistics)
Sneak (hide & move silent) -sub+DEX
Spellcraft - know+MIND
Spot - (Perception)
Stealth - sub+DEX
Survival - phys+STR
Swim - phys+STR
Tumble - phys+DEX
Use Magic Device - know+MIND
Use Rope - know+DEX

Actions

Every character can take one Move Action and one Standard Action per turn.

- Free Action: These take an insignificant amount of time to execute and thus are only limited by common sense. For example shouting a brief sentence, drawing an easily accessible weapon, or giving a short hand signal.
- Standard Action: These take a significant amount of time executes thus you only get one per

round. Examples would be casting a spell, attacking an opponent, or fishing an item from your backpack.
- Move Action: These take a significant amount of time as well so you only get one per round. Examples of these would be running 30 feet, walking 15 feet, vaulting over a short wall, swimming 7 feet.

Saves

There are three types of saves used to determine the outcome of actions forced upon an unwilling character.

- Reflex: (Save = Phys + DEX)
- Fortitude: (Save = Phys + STR)
- Will: (Save = MND + LVL)

Magic

To determine what spells are available to each class please refer to their class details.

Casting:

Spell Level: (Caster Level / 2 (round up))
The spell level a magic user can cast is equal or below 1/2 their class level, rounded up. The spell caster may only cast spells of their current spell level or below.

Casting Cost: (Cost = Spell Level * 2 + 1)
Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered after 8+ hours rest.

Signature Spells: (Cost = Spell Level * 2)
Choose spells that suit your character. Select one 'signature' spell, per spell level, from 1st Spell Level upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Difficulty Class: (DC = 10 + Caster Level+MIND bonus) Use this DC to check against for things like Reflex or Will saves vs. a spell's effects. When casting a spell on an unwilling target that target may get a Save which they will have to roll and check against your spell DC. Be sure to read a spells description to see what save, if any, your targets may get and what happens if they fail a Save.

Memorization: There is no need to memorize spells in advance; casting is spontaneous for all casting classes. The trade off for this benefit, and the superiority of magic in general, is the cost of Hit Points to cast spells.

Spell Descriptions:

Spells available to spell-casting classes are listed in the Class Description in the following format:

- **Name:** The name of a spell.
- **Description:** Brief description of how it works and area of effect.
- **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
  - Personal: Affects only yourself.
  - Touch: Caster must be able to touch the target.
  - Close: 25' + 5' per two Caster Levels
  - Medium: 100' + 10' per Caster Level
  - Long: 400' + 40 per Caster Level
- **Duration:** How long the spell lasts once cast or triggered.

Combat

Hit Points: (HP = STR Stat + 1d6 per Level.)

Initiative: (Roll = 1d20 + DEX bonus)
Someone should write down every character's name, including opponents, and the Initiative number they rolled in the order of highest to lowest number. This is the Initiative Order for an encounter which dictates the order in which turns are taken.

All characters take a Turn in order of Initiative. After everyone has taken their Turn a new Round starts again at the top of the Initiative Order. Everyone can take one Move Action and one Standard Action per turn.

Attack Bonus: When a player declares their character attacks an opponent they make an Attack Roll using one of these bonuses.

- **Melee ATK:** (Bonus = STR modifier + Level)
- **Missile ATK:** (Bonus = DEX modifier + Level)
- **Magic ATK:** (Bonus = MND modifier + Level)

Attacking: (ATK Roll = 1d20 + ATK bonus vs. opponent's AC)
Which attack bonus to use depends on the type of weapon you are using. Melee ATK for close combat weapons, Missile ATK for ranged / thrown weapons, and Magic ATK for spells that require a 'ranged touch attack' or other ATK roll (read a spells description to see if it requires an attack roll). A player will declare who their character is targeting for an attack, make an ATK Roll, and tell the GM what the total result is. The GM will check this number against the target's AC and announce if it was a 'hit' or 'miss'.

Armor Class: (AC = 10 + DEX bonus + Armor bonus)
Each type of armor has its own bonus designated; refer to your armor stats and description when calculating a player character's AC. Other modifiers can effect your Armor bonus so be sure to include things like shields, magic items, spell effects, and include all applicable modifiers in order to accurately total up a character's AC.

Critical Hit / Miss: A "Natural Roll" is a number rolled on the dice with no modifiers applied. Consult with your DM what happens when a critical hit or critical miss occurs. A typical result is double damage for a critical hit and a character harming themselves for a critical fumble. These only apply to ATK Rolls.

- **Critical Hit:** Natural 20
- **Critical Miss:** Natural 1

Multiple Attacks: If a character's total ATK bonus is +6 or more then a second ATK can be made that round at a -5 penalty. If a character's total ATK bonus is +11 or more then a third ATK can be made that round at a -10 penalty.

Examples:

- If the total bonus is +6; two attacks can be made with ATK Bonuses of +6/+1
- If the total bonus is +12, three attacks can be made with ATK Bonuses of +12/+7/+2.

Combat Maneuver System: Attacker roll = 1d20 + CMB vs. Defender roll = 1d20 + CMB (higher number wins)

- Combat Maneuver Bonus: CMB = Melee ATK bonus + Phys skill bonus
- Usage: Executing a combat maneuver is a standard action. The defending opponent makes an opposed roll against the attacker; both roll 1d20+CMB and the higher number wins. Some combat maneuvers can be maintained over several rounds (grapple or bull rush); a defender may attempt to break free on their turn or an attacker may attempt to maintain the maneuver on their turn. Another opposed CMB check is rolled on the attacker's and defender's turn; if the attacker wins the maneuver is maintained but if the defender wins then the maneuver is broken.
- Maneuvers:
  - Grapple: You can attempt to grapple a foe, hindering their combat options. Once grappled you can attempt to move together, damage your opponent, or pin them down.

- Bull Rush: A bull rush attempts to push an opponent straight back 5' without doing any harm.
- Trip: You may attempt to trip an opponent and knock them prone.
- Disarm: Attempt to disarm opponent. Success and they drop their weapon; failure and you drop yours.
- Overrun: Attempt to overrun your target, moving through the space it occupies.
- Sunder: You can attempt to sunder an item held or worn by your opponent using a weapon you wield. Succeed and the item is rendered useless until repaired.
- Charge: Run up to twice your normal distance and make a single attack. Path to target must be straight and clear of obstacles.
- Aid Another: Spend your turn aiding a nearby ally. The designated ally gains a +2 bonus on next roll.

Dual Wielding Weapons: Fighters, Rogues, and Rangers can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all ATK Rolls that round. To determine if a weapon is a 'light weapon' please refer to the weapon's stats and description.

Damage: (DMG Roll = damage dice + modifiers) subtract result from opponents HP.
When an ATK Roll results in a hit then the player makes a DMG Roll. Each weapon will have designated dice types to roll for damage so refer to your weapon stats when rolling for damage. Spells indicate in their description what dice to roll.

- Damage Bonus: Add your character's STR modifier to Melee damage, multiply by 2 for 2-handed weapons. Other modifiers from spell effects, magic items, or other circumstances may apply so be sure to add everything.

Death: If a character's HP reaches 0; the character falls unconscious and is near death. Further damage directly reduces STR. If STR reaches 0 the player's character is dead. Once revived and conscious; a characters STR is restored while HP will have to be magically cured or healed with extended rest and care.

Races

These are the classic races. If you wish to play a different race please consult with your DM.

Dwarf

- **Dwarven Bravado:** While dwarves are both tough and wise they are also a bit gruff.
- **Modifiers:** +2 STR, -1 Comm
- **Languages:** Dwarven and Common

Elf

- **Elvish Domineer:** Elves are nimble, both in body and mind, but tend to be rather frail.
- **Modifiers:** +2 MND, -1 Phys
- **Languages:** Elven and Common

Gnome

- **Gnomish Stature:** Although they tend to be physically weak they are quite hardy and their attitude makes them naturally agreeable… when they want to be!
- **Modifiers:** +1 DEX, +1 MIND, -1 Phys
- **Languages:** Gnomish, Sylvan, and Common

Half-Elf

- **Half-Elf Domineer:** Half-elven nature is a variance somewhere between Elven and Human.
- **Modifiers:** +1 MIND, +1 to all Skill Rolls, -1 STR
- **Mixed Blood:** They count as both Human and Elven for any effects that specify race.
- **Languages:** Elven and Common

Half-Orc

- **Half-Orc Bravado:** Physically strong and always on the lookout for danger. Their orc stock does tend to limit their intelligence however.
- **Modifiers:** +2 STR, -1 Know

- **Mixed Blood:** They count as both Human and Orc for any effects that specify race.
- **Languages:** Orc and Common

Halfling

- **Halfling Stature:** Halflings are nimble and strong willed but their small stature makes them weaker than most races.
- **Modifiers:** +2 DEX, -1 Phys
- **Languages:** Halfling and Common

Human

- **Human Domineer:** Humans have a variable nature; no two are alike. They are also very adaptable; learning or adapting to almost.
- **Modifiers:** +1 to any STAT, +1 to all Skill Rolls, -1 to any STAT
- **Languages:** Common
-

Classes

For details on each class please refer to individual class's document. These are just basic descriptions to help you decide which class best suits your character concept.

- **Barbarians** may use light or medium armor and light shields. They received a +3 bonus to Physical skill. Barbarians use their Rage to release special abilities.

- **Bards** wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards use their Performance to manifest their special abilities and also cast Bard Magic.

- **Clerics** wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics use Divine Magic may cast any divine spell in SRD.

- **Druids** wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.

- **Fighters** wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.

- **Monks** do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.

- **Paladins** may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. Paladins use Righteous Favor for special abilities and Holy Magic to cast some divine spells. A character must be of Lawful Good alignment to be a Paladin

- **Rangers** use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.

- **Rogues** use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.

- **Sorcerers** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.

- **Wizards** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.

CLASS DESCRIPTIONS

Barbarian

History: For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Description: Barbarians may use light or medium armor and light shields. They received a +3 bonus to Physical skill.

Rage: The raging storm within may be released in the form of special abilities.

- **Amount:** Rage = 1 per Barbarian level.
- **Usage:** Raging is a free action applied to the next action taken.

NAME	EFFECT	COST	DURATION
Guarded Stance:	+1 AC	per 1 Rage	1 round
Powerful Blow:	+1 DMG	per 1 Rage	1 round
Surprise Accuracy:	+1 ATK	per 1 Rage	1 round
Intimidating Glare:	+1 to Intimidation check	per 1 Rage	1 turn
Swift Foot:	Move an additional 5'	per 1 Rage	1 turn
Elemental Rage:	Melee energy ATK 1d6 (acid, cold, electric, fire)	2 Rage	1 turn
Animal Fury:	Bite ATK (1d6+STR DMG)	3 Rage	1 turn
Knockback:	Push target back 5'	4 Rage	1 turn
Clear Mind:	Reroll failed Will save; new result is final	5 Rage	Instant
Strength Surge:	Add Barbarian LVL as a bonus to STR check.	5 Rage	1 round
Renewed Vigor:	Heal 1d8 DMG on self.	5 Rage	Instant
Unexpected Strike:	One additional ATK this turn.	6 Rage	1 turn
Mighty Swing:	Automatic critical hit on next ATK	10 Rage	1 turn
Terrifying Howl:	Enemies within 30' who fail Will save are panicked for 1d4 rounds. (Will save DC = 10+Barb LVL)	14 Rage	Instant

Class Features:

- **Fast Movement:** (LVL 1) Barbarian's land speed is faster than the norm by 10' feet.
- **Improved Uncanny Dodge:** (LVL 5) The barbarian can not be flanked.

Bard

History: Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Description: Bards wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards can use their Performance to unleash special abilities.

Performance: A bard's Performance could be many things; singing, chanting, playing instruments, comedy, poetry, acting, dancing, or even a combination. Will save DC = 10 + (Bard Level / 2) + MND (round down)

- **Amount:** 1 Performance per Bard Level which are recovered after 8 hours of rest.
- **Usage:** Performing is a standard action. Targets must be able to see, hear, and be within 30' of a performance to be effected. For every round that a performance is maintained the cost will be subtracted from their total performances for that day. Opponents receive a Will save to resist the effects of a bard's performance.

NAME	EFFECT	COST	DURATION
Muse	+1 bonus to all rolls for allies	+1 per Perf.	Concentration
Fascinate	(See Description)	1 Perf.	Concentration
Dirge of Doom	Opponents take -2 on all rolls	1 Perf.	Concentration
Inspire Greatness	+2 AC, +2 ATK, & +2 DMG for allies	2 Perf.	Concentration
Paralyzing Show	(See Description)	3 Perf.	Concentration
Inspire Heroics	(See Description)	3 Perf.	Concentration
Countersong	Nullify a sound based attack.	1 Perf.	Instant
Subliminal Ballad	(See Description)	3 Perf	Instant
Song of Freedom	Break an enchantment for one ally	8 Perf.	Instant
Soothing Performance	(See Description)	10 Perf.	Instant
Deadly Performance	(See Description)	18 Perf.	Instant

- **Fascination:** Cause any unthreatened target that fails their save to be fascinated and pay attention to the performance causing them to sit quietly and take no other actions until the performance is over or something threatens or distracts them. Able to fascinate total HD equal to Bard LVL.

- **Paralyzing Show:** Opponents become paralyzed, unable to take actions, unless they make their save.

- **Inspire Heroics:** +4 bonus to all saves and +4 dodge bonus to AC for allies

- **Subliminal Ballad:** Make a suggestion to one target already Fascinated unless they make their save.

- **Soothing Performance:** Creates an effect equivalent to mass cure light wounds and removes fatigued, sickened, and shaken effects from all allies

Deadly Performance: One target in range of this performance will die of pure joy or sorrow unless they make their save; in which case they are stunned for 1d4 rounds

Class Features:

- **Lore Master:** (LVL 1) Bards may "take a 10" on any knowledge check if they choose to.

- **Instrument:** (LVL 1) Begin play with one masterwork instrument of your choice.

- **Bard Magic:** (LVL 1) Able to cast bard spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.

Bard Spells

0 Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dancing Lights	Creates torches or other lights. Up to four lights, all within a 10-ft.-radius area.	Medium	1 min
Daze	A single humanoid creature with 4 HD or less loses its next action.	Close	1 round
Flare	Dazzles one creature (–1 on attack rolls).	Close	Instant
Ghost Sound	Figment sounds.	Close	1 round/LVL
Message	Whisper conversation at distance to one creature/LVL.	Medium	10 min/LVL
Prestidigitation	Performs minor tricks.	10’	1 hour
Summon Instrument	Summons one musical instrument to appear in hand.	0’	1 min/LVL

1st Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animate Rope	Makes a rope move at your command. One rope-like object, length up to 50 ft. + 5 ft./level	Medium	1 round/LVL
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	Close	1d4 rounds
Confusion, Lesser	One creature is confused	Close	1 round
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Disguise Self	Changes your appearance.	Personal	10 min/LVL
Expeditious Retreat	Your base speed increases by 30 ft.	Personal	1 min/LVL
Hideous Laughter	Subject loses actions for 1 round/level.	Close	1 round/LVL
Identify	Gives +10 bonus to identify magic items.	60’	3 rounds/LVL
Magic Mouth	Object speaks once when triggered.	Close	Instant
Silent Image	Creates minor illusion of your design. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	Concentration
Sleep	Puts 4 HD of creatures within a 10-ft.-radius burst into magical slumber.	Medium	1 min/LVL
Ventriloquism	Throws voice for 1 min./level.	Close	1 min/LVL

2nd Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Alter Self	Assume form of a Small or Medium humanoid.	Personal	1 min/LVL
Blindness/Deafness	Makes subject blinded or deafened.	Medium	Instant
Blur	Attacks miss subject 20% of the time.	Touch	1 min/LVL
Calm Emotions	Calms creatures, negating emotion effects.	Medium	Concentration
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Daze Monster	Living creature of 6 HD or less loses its next action.	Medium	1 round
Enthrall	Captivates all within 100 ft. + 10 ft./level.	Medium	1 hr
Glitterdust	Blinds creatures, outlines invisible creatures within 10-ft.-radius spread.	Medium	1 round/LVL
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	Touch	10 min/LVL
Hypnotic Pattern	Fascinates 2d4 + level HD of creatures with colorful lights in a 10-ft.-radius spread.	Medium	Concentration +2
Minor Image	As *silent image*, plus some sound.	Long	Concentration +2
Pyrotechnics	Turns fire into blinding light or thick smoke. Oe fire source, up to a 20-ft. cube	Long	1d4 +1 rounds
Scare	Frightens creatures of less than 6 HD. One living	Medium	1 round/LVL

	creature per three levels, no two of which can be more than 30 ft. apart		
Shatter	Sonic energy damages objects in 5-ft.-radius spread; or one solid object or one crystalline creature.	Close	Instant
Silence	Negates sound in 20-ft.-radius emanating centered on a creature, object, or point in space.	Long	1 round/LVL
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them in 10-ft.-radius spread.	Close	Instant
Tongues	Speak and understand any language.	Touch	10 min/LVL

3rd Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Blink	You randomly vanish and reappear for 1 round per level.	Personal	1 round/LVL
Clairvoyance	Hear or see at a distance for 1 min./level.	Long	1 min/LVL
Confusion	All creatures in a 15-ft.-radius burst behave oddly for 1 round/level.	Medium	1 round/LVL
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15).	Touch	Instant
Daylight	60-ft. radius of bright light.	Touch	10 min/LVL
Deep Slumber	Puts 10 HD of creatures to *sleep*.	Close	1 min/LVL
Displacement	Attacks miss subject 50% of the time.	Touch	1 round/LVL
Fear	Subjects within cone-shaped burst flee for 1 round/level.	30’	1 round/LVL
Glibness	You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.	Personal	10 min/LVL
Good Hope	+2 on ATK rolls, DMG rolls, saves, and checks for 1 target per LVL.. One living creature/level, no two of which may be more than 30 ft. apart	Medium	1 min/LVL
Major Image	As *silent image*, plus sound, smell and thermal effects. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	Concentration +3 round/LVL
Sculpt Sound	Creates new sounds or changes existing ones into new sounds. One creature or object/level, no two of which can be more than 30 ft. apart	Close	1 hr/LVL

4th Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Cure Critical Wounds	Cures 4d8 damage + 1/level (max +20).	Touch	Instant
Hallucinatory Terrain	Makes one type of terrain appear like another (field as forest, or the like) in one 30-ft. cube/level.	Long	2 hr/LVL
Locate Creature	Indicates direction to familiar creature in a circle, centered on you, with a radius of 400 ft. + 40 ft./level.	Long	10 min/LVL
Rainbow Pattern	Lights fascinate 24 HD of creatures with colorful lights in a 20-ft.-radius spread.	Medium	Concentration +1 round/LVL
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10’	10 min/LVL
Shout	Deafens all within cone and deals 5d6 sonic damage in a cone-shaped burst.	30’	Instant
Zone of Silence	Keeps eavesdroppers from overhearing you within 5’ area.	Personal	1 hr/LVL

5th Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Cure Light Wounds, Mass	Cures 1d8 damage + 1/level, affects 1 subject/level, no two of which can be more than 30 ft. apart	Close	Instant
Dream	Sends message to anyone sleeping.	Unlimited	Special
False Vision	Fools *scrying* with an illusion in 40-ft.-radius emanation.	Touch	1 hr/LVL
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to *fear*; temporary hp.	Touch	10 min/LVL
Mirage Arcana	As *hallucinatory terrain*, plus structures in one 20-ft. cube/level.	Long	2 hr/LVL
Mislead	Turns you invisible and creates illusory double.	Close	Special
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Unlimited	Instant
Persistent Image	As *major image*, but with no concentration required. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	1 min/LVL
Seeming	Changes appearance of 1 person per 2 levels. One creature per two levels, no two of which can be more than 30 ft. apart	Close	12 hr
Shadow Walk	Up to one touched creature/level step into shadow to travel rapidly.	Touch	1 hr/LVL
Song of Discord	Forces targets to attack each other within 20' area.	Medium	1 round/LVL

6th Level Bard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animate Objects	Objects attack your foes. One Small object per caster level.	Medium	1 round/LVL
Cure Moderate Wounds, Mass	Cures 2d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Find the Path	Shows most direct way to a location.	Touch	10 min/LVL
Irresistible Dance	Forces subject to dance.	Touch	1d4+1 rounds
Permanent Image	Permanent illusion, includes sight, sound, smell, and thermal effects. Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Instant
Programmed Image	As *major image*, but triggered by event. Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Special
Project Image	Illusory double can talk and cast spells.	Medium	1 round/LVL
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures in cone-shaped burst.	30'	Instant
Sympathetic Vibration	Deals 2d10 damage/round to freestanding structure.	Touch	1 round/LVL
Veil	Changes appearance of a group of creatures. One or more creatures, no two of which can be more than 30 ft. apart	Long	Concentration +1 hr/LVL

Cleric

History: In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

Description: Clerics wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics may cast any divine spell in SRD.

Channel Energy:

- **Amount:** 1 Energy per Cleric Level. Rejuvenated after a full nights rest in addition to worshiping their deity.
- **Usage:** Channeling energy to use a special ability is a standard action.

Good Energy			
NAME	**EFFECT**	**COST**	**DURATION**
Turn Undead	(See description)	1 Energy	1 round
Healing Burst	Heal 1d6 HP to all living within 30'	1d6 per Energy	Instant
Afflict Undead	1d6 DMG to all undead within 30'	1d6 per Energy	Instant

Evil Energy			
NAME	**EFFECT**	**COST**	**DURATION**
Rebuke Undead	(See description)	1 Energy	1 round
Necromantic Burst	Heal 1d6 HP to all undead within 30'	1d6 per Energy	Instant
Afflict Living	1d6 DMG to all living within 30'	1d6 per Energy	Instant

Turn Undead: A Cleric channeling good energy may Turn Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. Undead flee in the quickest method available or they will cower; either of which will last 10 rounds.

Rebuke Undead: Clerics who channel evil energy may Rebuke Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. The cleric may give a simple, one word, command to the rebuked undead which will be carried out on the target's next turn.

Class Features:

- **Aura:** (LVL 1) Clerics radiate a strong aura corresponding to their alignment.

- **Divine Magic:** (LVL 1) A cleric may cast any divine spell from the SRD as long as they can cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.

- **Bonus Language:** (LVL 1) Choose one of the following languages: Celestial (Good), Abyssal (Chaotic Evil), and Infernal (Lawful Evil).

Cleric Spells

0 Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bleed	Cause a stabilized creature to resume dying.	Close	Instant
Create Water	Creates 2 gallons/level of pure water.	Close	Instant
Detect Magic	Detects spells and magic items within 60 ft.	60’	Concentration
Detect Poison	Detects poison in one creature or object.	Close	Instant
Guidance	+1 on one attack roll, saving throw, or skill check.	Touch	Instant
Light	Object shines like a torch.	Touch	10 min/LVL
Mending	Makes minor repairs on an object.	10’	Instant
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	10’	Instant
Read Magic	Read *scrolls* and spellbooks.	Personal	10 min/LVL
Resistance	Subject gains +1 on saving throws.	Touch	1 min
Stabilize	Cause a dying creature to stabilize.	Close	Instant
Virtue	Subject gains 1 temporary hp.	Touch	1 min

1st Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bane	Enemies in 50-ft.-radius burst, centered on you, take –1 on attack rolls and saves against fear.	50’	1 min/LVL
Bless	Allies in 50-ft.-radius burst, centered on you, gain +1 on attack rolls and saves against fear.	50’	1 min/LVL
Bless Water	Makes holy water.	Touch	Instant
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds. If the subject succeeds on a Will save, it is shaken for 1 round.	Close	1d4 Rounds
Command	One subject obeys selected command for 1 round. Approach, Drop, Fall, Flee, or Halt.	Close	1 Round
Comprehend Languages	You understand all spoken and written languages.	Personal	10 min/LVL
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Curse Water	Makes unholy water.	Touch	Instant
Deathwatch	Reveals how near death subjects within 30 ft. are.	30’	10 min/LVL
Detect Chaos/Evil/Good/Law	Reveals creatures, spells, or objects of selected alignment.	60’	Concentration
Detect Undead	Reveals undead within 60 ft.	60’	Concentration
Divine Favor	You gain +1 per three levels on attack and damage rolls.	Personal	1 min
Doom	One subject takes –2 on attack rolls, damage rolls, saves, and checks.	Medium	1 min/LVL
Endure Elements	Exist comfortably in hot or cold regions.	Touch	24 hr
Entropic Shield	Ranged attacks against you have 20% miss chance.	Personal	1 min/LVL
Hide from Undead	Undead can't perceive one subject/level.	Touch	10 min/LVL
Inflict Light Wounds	Touch deals 1d8 damage +1/level (max +5).	Touch	Instant
Magic Stone	Three stones gain +1 on attack, deal 1d6 +1 damage.	Touch	30 min
Magic Weapon	Weapon gains +1 bonus.	Touch	1 min/LVL
Remove Fear	Suppresses *fear* or gives +4 on saves against fear for one subject + one per four levels.	Touch	10 min
Sanctuary	Opponents can't attack you, and you can't attack.	Touch	1 round/LVL
Shield of Faith	Aura grants +2 or higher deflection bonus.	Touch	1 min/LVL
Summon Monster I	Summons extraplanar creature to fight for you.	Close	1 round/LVL

2nd Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Aid	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	Touch	1 min/LVL
Align Weapon	Weapon becomes good, evil, lawful, or chaotic.	Touch	1 min/LVL
Augury	Learns whether an action will be good or bad.	Personal	Instant
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	Touch	1 min/LVL
Bull's Strength	Subject gains +4 to Str for 1 min./level.	Touch	1 min/LVL
Calm Emotions	Calms creatures, negating emotion effects.	Medium	Concentration
Consecrate	Fills 20-ft.-radius with positive energy, weakening undead.	Close	2 hr/LVL
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Darkness	20-ft. radius of supernatural shadow.	Touch	1 min/LVL
Death Knell	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.	Touch	Instant
Delay Poison	Stops poison from harming target for 1 hour/level.	Touch	1 hr/LVL
Desecrate	Fills 20-ft.-radius with negative energy, making undead stronger.	Close	2 hr/LVL
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	Touch	1 min/LVL
Enthrall	Captivates all within 100 ft. + 10 ft./level.	Medium	1 hr
Find Traps	Notice traps as a rogue does.	Personal	1 min/LVL
Hold Person	Paralyzes one humanoid for 1 round/level.	Medium	1 round/LVL
Inflict Moderate Wounds	Touch attack, 2d8 damage + 1/level (max +10).	Touch	Instant
Make Whole	Repairs an object.	Close	Instant
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	Touch	1 min/LVL
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type.	Touch	10 min/LVL
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage.	Touch	Instant
Shatter	Sonic vibration damages 5-ft.-radius spread, one solid object, or one crystalline creature.	Close	Instant
Shield Other	You take half of subject's damage.	Close	1 hr/LVL
Silence	Negates sound in 20-ft.-radius emanating centered on a creature, object, or point in space.	Long	1 round/LVL
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them in 10-ft.-radius spread.	Close	Instant
Spiritual Weapon	Magic weapon attacks on its own.	Medium	1 round/LVL
Status	Monitors condition, position of one living creature touched per three levels.	Touch	1 hr/LVL
Summon Monster II	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Undetectable Alignment	Conceals alignment for 24 hours.	Close	24 hr
Zone of Truth	Subjects within 20-ft.-radius cannot lie.	Close	1 min/LVL

3rd Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animate Dead	Creates undead skeletons and zombies.	Touch	Instant
Bestow Curse	–6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Touch	Instant

Blindness/Deafness	Makes subject blinded or deafened.	Medium	Instant
Blot	Ruins writings in 10 ft.-radius.	Close	24 hr
Contagion	Infects subject with chosen disease.	Touch	Instant
Continual Flame	Makes a permanent, heatless light.	Touch	Instant
Create Food and Water	Feeds three humans (or one horse)/level.	Close	24 hr
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15).	Touch	Instant
Daylight	60-ft. radius of bright light.	Touch	10 min/LVL
Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius.	Touch	10 min/LVL
Dispel Magic	Cancels one magical spell or effect.	Medium	Instant
Glyph of Warding	Inscription harms those who pass object touched or area up to 5 sq. ft./level.	Touch	Instant
Helping Hand	Ghostly hand leads subject to you.	5 miles	1 hr/LVL
Inflict Serious Wounds	Touch attack, 3d8 damage + 1/level (max +15).	Touch	Instant
Invisibility Purge	Dispels invisibility within 5 ft./level.	Personal	1 min/LVL
Locate Object	Senses direction toward object (specific or type) in circle, centered on you, with a radius of 400 ft. + 40 ft./level	Long	1 min/LVL
Magic Circle against Chaos/Evil/Good/Law	As *protection* spells, but 10-ft. radius and 10 min./level.	Touch	10 min/LVL
Magic Vestment	Armor or shield gains +1 enhancement bonus per four levels.	Touch	1 hr/LVL
Meld into Stone	You and your gear merge with stone.	Personal	10 min/LVL
Obscure Object	Masks one object touched of up to 100 lbs./level against *scrying*.	Touch	8 hr
Prayer	Allies get +1 bonus on most rolls, enemies –1 penalty within a 40-ft.-radius burst centered on you.	40’	1 round/LVL
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	Touch	10 min/LVL
Remove Blindness/Deafness	Cures normal or magical blindness or deafness.	Touch	Instant
Remove Curse	Frees object or person from curse.	Touch	Instant
Remove Disease	Cures all diseases affecting subject.	Touch	Instant
Searing Light	Ray deals 1d8/two levels damage (more against undead).	Medium	Instant
Speak with Dead	Corpse answers one question/two levels.	10’	1 min/LVL
Stone Shape	Sculpts stone into any shape. Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	Touch	Instant
Summon Monster III	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Water Breathing	Subjects can breathe underwater.	Touch	2 hr/LVL
Water Walk	One touched creature/level treads on water as if solid.	Touch	10 min/LVL
Wind Wall	Deflects arrows, smaller creatures, and gases. Wall up to 10 ft./level long and 5 ft./level high.	Medium	1 round/LVL

4th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Air Walk	Subject treads on air as if solid (climb or descend at 45-degree angle).	Touch	10 min/LVL
Chaos Hammer	Harms and slows lawful creatures (1d8 damage/2 levels) in 20-ft.-radius burst.	Medium	Instant
Control Water	Raises or lowers bodies of water in a volume of 10	Long	10 min/LVL

	ft./level by 10 ft./level by 2 ft./level.		
Cure Critical Wounds	Cures 4d8 damage + 1/level (max +20).	Touch	Instant
Death Ward	Grants bonuses against death spells and negative energy.	Touch	1 min/LVL
Dimensional Anchor	Bars extradimensional movement.	Medium	1 min/LVL
Discern Lies	Reveals deliberate falsehoods of one creature/level; no two of which can be more than 30 ft. apart.	Close	Concentration
Dismissal	Forces a creature to return to native plane.	Close	Instant
Divination	Provides useful advice for specific proposed actions.	Personal	Instant
Divine Power	You gain attack bonuses and 1 hp/level.	Personal	1 round/LVL
Freedom of Movement	Subject moves normally despite impediments to movement.	Touch	10 min/LVL
Giant Vermin	Turns centipedes, scorpions, or spiders into *giant vermin*. 1 or more vermin, no two of which can be more than 30 ft. apart.	Close	1 min/LVL
Holy Smite	Harms and possibly blinds evil creatures (1d8 damage/2 levels) in 20-ft.-radius burst.	Medium	Instant
Imbue with Spell Ability	Transfer spells to subject.	Touch	Instant
Inflict Critical Wounds	Touch attack, 4d8 damage + 1/level (max +20).	Touch	Instant
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5).	Touch	1 min/LVL
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.	Touch	Instant
Order's Wrath	Harms and dazes chaotic creatures (1d8 damage/2 levels) to creatures within a burst that fills a 30-ft. cube	Medium	Instant
Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature.	Close	Instant
Poison	Touch deals 1d3 Con damage 1/round for 6 rounds.	Touch	Instant
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10'	10 min/LVL
Restoration	Restores level and ability score drains.	Touch	Instant
Sending	Delivers short message anywhere, instantly.	Special	1 round
Spell Immunity	Subject is immune to one spell per 4 levels.	Touch	10 min/LVL
Summon Monster IV	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Tongues	Speak and understand any language.	Touch	10 min/LVL
Unholy Blight	Harms and sickens good creatures (1d8 damage/2 levels) in 20-ft.-radius spread.	Meidum	Instant

5th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Atonement	Removes burden of misdeeds from subject and reverses magical alignment change.	Touch	Instant
Break Enchantment	Frees subjects from enchantments, transmutations, and curses up to one creature per level, all within 30 ft. of each other.	Close	Instant
Breath of Life	Cures 5d8 damage + 1/level and restores life to recently slain creatures.	Touch	Instant
Command, Greater	As *command*, but affects one subject/level. One subject obeys selected command for 1 round. Approach, Drop, Fall, Flee, or Halt.	Close	1 round
Cure Light Wounds, Mass	Cures 1d8 damage + 1/level, affects 1 subject/level, no two of which can be more than 30 ft. apart	Close	Instant
Dispel	+4 bonus against attacks.	Touch	1 round/LVL

Chaos/Evil/Good/Law			
Disrupting Weapon	Melee weapon destroys undead.	Touch	1 round/LVL
Flame Strike	Smites foes with divine fire (1d6/level damage) in cylinder (10-ft. radius, 40-ft. high).	Medium	Instant
Hallow	Designates location as holy in 40-ft. radius emanating from the touched point.	Touch	Instant
Inflict Light Wounds, Mass	Deals 1d8 damage + 1/level, affects 1 subject/level, no two of which can be more than 30 ft. apart.	Close	Instant
Insect Plague	Wasp swarms attack creatures. One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm.	Long	1 min/LVL
Mark of Justice	Designates action that triggers *curse* on subject.	Touch	Instant
Plane Shift	Up to eight willing creatures joining hands travel to another plane.	Touch	Instant
Raise Dead	Restores life to subject who died as long as one day/level ago.	Touch	Instant
Righteous Might	Your size increases, and you gain bonuses in combat.	Personal	1 round/LVL
Scrying	Spies on subject from a distance.	Special	1 min/LVL
Slay Living	Touch attack deals 12d6 + 1 per level.	Touch	Instant
Spell Resistance	Subject gains SR 12 + level.	Touch	1 min/LVL
Summon Monster V	Summons extraplanar creature to fight for you.	Clouse	1 round/LVL
Symbol of Pain	Triggered rune wracks nearby creatures with pain.	Special	Special
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	Special	Special
True Seeing	Lets you see all things as they really are.	Touch	1 min/LVL
Unhallow	Designates 40-ft. radius emanating from the touched point as unholy.	Touch	Instant
Wall of Stone	Creates a stone wall that can be shaped. Stone wall whose area is up to one 5-ft. square/level.	Medium	Instant

6th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animate Objects	Objects attack your foes. One Small object per caster level.	Medium	1 round/LVL
Antilife Shell	10-ft.-radius emanating from you a field hedges out living creatures.	10'	10 min/LVL
Banishment	Banishes 2 HD/level of extraplanar creatures; no two of which can be more than 30 ft. apart.	Close	Instant
Bear's Endurance, Mass	As *bear's endurance*, affects 1 subject/level.	Close	1 min/LVL
Blade Barrier	Wall of blades deals 1d6/level damage. wall can be 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high.	Medium	1 min/LVL
Bull's Strength, Mass	As *bull's strength*, affects 1 subject/level.	Close	1 min/LVL
Create Undead	Create a ghast, ghoul, mohrg, or mummy out of a corpse.	Close	Instant
Cure Moderate Wounds, Mass	Cures 2d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Dispel Magic, Greater	As *dispel magic*, but with multiple targets.	Medium	Instant
Eagle's Splendor, Mass	As *eagle's splendor*, affects 1 subject/level; no two of which can be more than 30 ft. apart	Close	1 min/LVL

Find the Path	Shows most direct way to a location.	Touch	10 min/LVL
Forbiddance	Blocks planar travel, damages creatures of different alignment. 60-ft. cube/level	Medium	Instant
Geas/Quest	As *lesser geas*, but affects any creature.	Close	1 day/LVL
Glyph of Warding, Greater	As *glyph of warding*, but up to 10d8 damage or 6th-level spell. Object touched or up to 5 sq. ft./level	Touch	Instant
Harm	Deals 10 points/level damage to target.	Touch	Instant
Heal	Cures 10 points/level damage, all diseases and mental conditions.	Touch	Instant
Heroes' Feast	Food for one creature/level cures and grants combat bonuses.	Close	13 hr
Inflict Moderate Wounds, Mass	Deals 2d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Owl's Wisdom, Mass	As *owl's wisdom*, affects 1 subject/level.	Close	1 min/LVL
Planar Ally	As *lesser planar ally*, but up to 12 HD.	Close	Instant
Summon Monster VI	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Symbol of Fear	Triggered rune panics nearby creatures.	Special	Special
Symbol of Persuasion	Triggered rune charms nearby creatures.	Special	Special
Undeath to Death	Destroys 1d4 HD/level undead (max. 20d4) within a 40-ft.-radius burst.	Medium	Instant
Wind Walk	You and one touched creature per three levels turn vaporous and travel fast.	Touch	1 hr/LVL
Word of Recall	Teleports you and touched objects or other willing creatures back to designated place.	Unlimited	Instant

7th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Blasphemy	Kills, paralyzes, weakens, or dazes nonevil creatures in a 40-ft.-radius spread centered on you. .	40’	Instant
Control Weather	Changes weather in 2-mile-radius circle, centered on you	2 mi	4d12 hr
Cure Serious Wounds, Mass	Cures 3d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Destruction	Kills subject and destroys remains.	Close	Instant
Dictum	Kills, paralyzes, staggers, or deafens nonlawful creatures in a 40-ft.-radius spread centered on you.	40’	Instant
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/LVL
Holy Word	Kills, paralyzes, blinds, or deafens nongood creatures in a 40-ft.-radius spread centered on you.	40’	Instant
Inflict Serious Wounds, Mass	Deals 3d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Refuge	Alters item to transport its possessor to you.	Touch	Instant
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Touch	Instant
Repulsion	Creatures can't approach you up to 10-ft.-radius/level emanation centered on you.	10’ /LVL	1 round/LVL
Restoration, Greater	As *restoration*, plus restores all levels and ability scores.	Touch	Instant
Resurrection	Fully restore dead subject.	Touch	Instant
Scrying, Greater	As *scrying*, but faster and longer.	Special	1 mi/LVL
Summon Monster VII	Summons extraplanar creature to fight for you.	Close	1 round/LVL

Symbol of Stunning	Triggered rune stuns nearby creatures.	Special	Special
Symbol of Weakness	Triggered rune weakens nearby creatures.	Special	Special
Word of Chaos	Kills, confuses, stuns, or deafens non-chaotic creatures in a 40-ft.-radius spread centered on you.	40’	Instant

8th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Antimagic Field	Negates magic within 10-ft.-radius emanation, centered on you	10’	10 min/LVL
Cloak of Chaos	+4 deflection bonus to AC, +4 resistance bonus to saves, and SR 25 against lawful spells. One creature/level in a 20-ft.-radius burst centered on you	20’	1 round/LVL
Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Close	Instant
Cure Critical Wounds, Mass	Cures 4d8 damage + 1/level for many creatures.	Close	Instant
Dimensional Lock	Teleportation and interplanar travel blocked for 1 day/level in 20-ft.-radius emanation centered on a point in space.	Medium	1 day/LVL
Discern Location	Reveals exact location of creature or object.	Unlimited	Instant
Earthquake	Intense tremor shakes 80-ft. radius.	Long	1 round
Fire Storm	Deals 1d6/level fire damage in two 10-ft. cubes per level.	Medium	Instant
Holy Aura	+4 deflection bonus to AC, +4 resistance bonus to saves, and SR 25 against evil spells on one creature/level in a 20-ft.-radius burst centered on you.	20’	1 round/LVL
Inflict Critical Wounds, Mass	Deals 4d8 damage + 1/level, affects 1 subject/level.	Close	Instant
Planar Ally, Greater	As *lesser planar ally*, but up to 18 HD.	Close	Instant
Shield of Law	+4 deflection bonus to AC, +4 resistance bonus to saves, and SR 25 against chaotic spells on one creature/level in a 20-ft.-radius burst centered on you.	20’	1 round/LVL
Spell Immunity, Greater	As *spell immunity*, but up to 8th-level spells.	Touch	10 min/LVL
Summon Monster VIII	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Symbol of Death	Triggered rune kills nearby creatures.	Special	Special
Symbol of Insanity	Triggered rune renders nearby creatures insane.	Special	Special
Unholy Aura	+4 deflection bonus to AC, +4 resistance bonus to saves, and SR 25 against good spells on one creature/level in a 20-ft.-radius burst centered on you.	20’	1 round/LVL

9th Level Cleric Spells

SPELL NAME	EFFECT	RANGE	DURATION
Astral Projection	Projects you and plus one additional willing creature touched per two caster levels onto Astral Plane.	Touch	Special
Energy Drain	Subject gains 2d4 negative levels.	Close	Instant
Etherealness	Travel to Ethereal Plane with one other touched creature per three levels.	Touch	1 min/LVL
Gate	Connects two planes for travel or summoning.	Medium	Special

Heal, Mass	As *heal*, but affects 1 subject/level.	Touch	Instant
Implosion	Inflict 10 damage/level to one creature/round.	Close	Concentration
Miracle	Requests a deity's intercession.	Special	Special
Soul Bind	Traps newly dead soul to prevent *resurrection*.	Close	Instant
Storm of Vengeance	Storm rains acid, lightning, and hail in 360-ft.-radius storm cloud.	Long	Concentration
Summon Monster IX	Summons extraplanar creature to fight for you.	Close	1 round/LVL
True Resurrection	As *resurrection*, plus remains aren't needed.	Touch	Instant

Druid

History: Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

Description: Druids wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.

Wild Shape: At LVL 4 a druid is able to start using the Wild Shape special ability. This allows a druid to change into any creature of the Animal type. Special Movement and Natural ATK types depend on the type of animal chosen. For example an eagle is a small bird that can fly and would use claw or bite ATKs. A boar would be a medium animal that would walk/run and use gore ATKs. While a shark would be a large fish that swims and uses bite ATKs.

- **Amount:** 1 per day at 4th LVL. plus 1 every two levels up to a maximum of 8.
- **Usage:** Shape shifting is a standard action.

Level	Per Day	Animal	Base Movement	Special Movement
4	1	Small	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
6	2	Small, Med	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
8	3	Small, Med, Large	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
10	4	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
12	5	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
14	6	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
16	7	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
18	8	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
20	At Will	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow

Size	AC	ATK	Natural ATK (DMG)	Extraordinary Ability
Small	+1	-1	Claw, Bite, Slam, Gore (1d4+1)	Darkvision 60', Scent, Speak with similar animal type
Med	+2	+1	Claw, Bite, Slam, Gore (1d6+2)	Darkvision 60', Scent, Speak with similar animal type
Large	+4	+4	Claw, Bite, Slam, Gore (1d8+3)	Darkvision 60', Scent, Speak with similar animal type
Huge	+6	+6	Claw, Bite, Slam, Gore (1d10+4)	Darkvision 60', Scent, Speak with similar animal type

Class Features:

- **Druidic Magic:** (LVL 1) Cast any druid spell in the SRD so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.

- **Natural Bond:** (LVL 1) Begin play with a loyal animal companion. If this creature is lost, killed, or destroyed the druid may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the druid's (round down). A companion has no Class Levels and thus none of the special qualities associated to a character class. They are considered to be a magical creature once bound to a

master
    - **Share Spells:** Any spell the druid casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master.

- **Bonus Languages:** (LVL 1)
    - Sylvan: Language of woodland creatures.
    - Druidic: A secret language known only to druids and forbidden to teach to non-Druids.

- **Nature Sense:** (LVL 1) +4 to all Survival checks.

- **Wild Shape:** (LVL 4) Druids gain the Wild Shape special ability.

- **Venom Immunity:** (LVL 9) Immune to all poisons.

Druid Spells

0 Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Create Water	2 gal. of wholesome, drinkable, water that lasts 1 day.	Close	Instant
Detect Magic	Detect presence, power, and amount of magical auras.	60'	Concentration
Detect Poison	Detects poison in one creature, small object, or 5' cube area.	Close	Instant
Flare	Dazzles one creature (–1 penalty on attack rolls).	Close	Instant
Guidance	+1 on one attack roll, saving throw, or skill check.	Touch	1 min
Know Direction	Instantly know the direction of north from your current position.	Personal	Instant
Light	Object glows like a torch, shedding normal light in a 20' radius	Touch	10 min/LVL
Mending	Makes minor repairs on an object. One object of up to 1 lb./level	10'	Instant
Purify Food and Drink	Purify 1' cube of spoiled, diseased, or poisonous food & drink.	10'	Instant
Read Magic	Read *scrolls* and spellbooks.	Personal	10 min/LVL
Resistance	Subject gains +1 bonus on saving throws.	Touch	1 min
Stabilize	Cause a dying creature to *stabilize*.	Close	Instant
Virtue	Subject gains 1 temporary hp.	Touch	1 min

1st Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Calm Animals	2d4 HD animals are soothed, quieted, and become docile.	Close	10 rounds/LVL
Charm Animal	1 animal perceives your words and actions in the most favorable way as if a trusted friend or ally.	Close	1 hour/LVL
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Detect Animals or Plants	Detect presence, health, and amount of plants& animals.	Long	Concentration
Detect Snares and Pits	Reveals natural or primitive traps. Cone-shaped emanation	60'	Concentration
Endure Elements	Exist comfortably in conditions between -50 and 140 degrees.	Touch	1 day
Entangle	Plants entangle everyone in 40-ft. radius.; each round they get another chance to break free until duration	Long	10 rounds/LVL

	expires.		
Faerie Fire	Outlines subjects in 5' area with light; canceling concealment (from blur, invisibility, displacement, etc) & -20 to stealth checks.	Long	10 rounds/LVL
Goodberry	Touch 2d4 berries to infuse with magic. Each cure 1 hp.	Touch	1 day
Hide from Animals	Animals can't perceive one subject/level.	Touch	10 min/LVL
Jump	Bonus on Acrobatics checks; +10 on jump checks.	Touch	10 rounds/LVL
Longstrider	Base movement speed increased by 10'.	Personal	1 hour/LVL
Magic Fang	+1 ATK & DMG on natural weapons. (Slam, bite, fist, claw, etc)	Touch	10 rounds/LVL
Magic Stone	Touch 3 small stones to become weapons +1 ATK, +1 DMG, 20' range 1d6+1 DMG (2d6+2 vs. undead)	Touch	30 min until used
Obscuring Mist	20' area fills with fog obscuring all sight and 50% concealment	Close	10 rounds/LVL
Pass without Trace	1 creature per LVL does not leave footprints or a scent trail while moving and can only be tracked via magical means.	Touch	1 encounter
Produce Flame	Ignite flame in your hand that can be used as a torch, touch ATK for 1d6+1 DMG, or thrown 120' for 1d6+1 DMG.	Personal	10 rounds/LVL
Shillelagh	Non-magical staff/club you wield becomes a magical weapon: +1 ATK 2d6+1 DMG	Touch	10 rounds/LVL
Speak with Animals	Ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.	Personal	10 rounds/LVL
Summon Nature's Ally I	Summons creature to fight.	Close	1 round/LVL

2nd Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animal Messenger	Compel an untamed, tiny, animal to carry a message to a designated spot that you know of and wait until the spell expires.	Close	1 Day/LVL
Animal Trance	Fascinates 2d6 HD of animals of 2 Mind or lower causing them to take no actions other than listen to your music. (sing, chant, etc)	Close	Concentration
Barkskin	+2 AC to natural armor.	Touch	10 min/LVL
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	Touch	1 min/LVL
Bull's Strength	+4 STR (which also grants +4 HP and +2 STR Bonus)	Touch	10 rounds/LVL
Cat's Grace	+4 DEX (which also grants +4 HP and +2 DEX Bonus)	Touch	10 rounds/LVL
Chill Metal	Creature wielding target metal takes 1d4 cold DMG for each round that they fail their Will save.	Close	7 rounds
Delay Poison	Immune to *poison* and any poison in target has no effect during the duration of the spell.	Touch	1 hour/LVL
Fire Trap	Target anything that can open/close to imbue a fire trap that is permanent until discharged. Using a password allows opening/closing with out detonation. 1d4+1 per Caster LVL DMG to all targets in 5' radius around object.	Touch	Instant

Flame Blade	3' long, blazing beam of red-hot fire springs forth from your hand. DMG 1d8+1 per 2 Caster Levels. Use Magic ATK bonus.	Personal	10 rounds/LVL
Flaming Sphere	Burning globe of fire rolls in whichever direction you point (30' per round) and burns those it strikes for 3d6 fire DMG. Must concentrate for that round in order to move it or it sits at rest.	Medium	1 round/LVL
Fog Cloud	20' area fills with fog obscuring all sight and 50% concealment	Medium	10 min/LVL
Gust of Wind	Blast out a 60' line-shaped gust of wind. (aprox. 50mph) - Tiny or smaller creatures knocked prone and rolled 1d4x10' - Small creatures are knocked prone. - Medium/Small/Tiny creatures unable to move forward against the wind unless they succeed a DC 15 Strength check. - All take -4 on ranged ATKs, Perception , and Fly checks. - Can do anything that a sudden blast of wind would be expected to do. It can extinguish unprotected flames, create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.	60'	1 round
Heat Metal	Creature wielding target metal takes 1d4 heat DMG for each round that they fail their Will save.	Close	7 rounds
Hold Animal	One animal becomes paralyzed and can take no actions.	Medium	1 round/LVL
Owl's Wisdom	+4 to MIND	Touch	1 min/LVL
Reduce Animal	Decrease one size category of a single willing animal.	Touch	2 hour/LVL
Resist Energy	-10 to DMG done by a selected energy type. (acid, cold, electricity, fire, sonic)	Touch	10 min/LVL
Restoration, Lesser	Dispel any magical effects reducing one of subject's ability scores or cures 1d4 points of temporary ability damage to one of subject's ability scores. Does not restore permanent ability drain	Touch	Instant
Soften Earth and Stone	Natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay. You affect a 10' square/LVL area to a depth 4 feet. Magical, enchanted, dressed, or worked stone as well as earth or stone creatures cannot be affected.	Close	Instant
Spider Climb	Climb and travel on vertical surfaces or ceilings as well as a spider does. Must have hands free to climb in this manner.	Touch	10 min/LVL
Summon Nature's Ally II	Summons creature to fight.		
Summon Swarm	Summon a swarm of bats, rats, or spiders which attack nearest living creature. Caster has no control over the swarm.	Close	Concentration
Tree Shape	Transmute into a large tree of any type (living or dead).	Personal	1 hour/LVL

Warp Wood	Warp 1 small wood object / LVL within 20' area. A warped door springs open (or becomes stuck at your option). A boat or ship springs a leak. Warped ranged weapons are useless and melee weapons cause a -4 penalty on attack rolls. Warp back to reverse effects.	Close	Instant
Wood Shape	Form one existing piece of wood (no larger than 10 cu. ft. + 1 cu. ft./level) into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.	Touch	Instant

3rd Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Call Lightning	Calls down lightning bolts (3d6 per bolt) from sky	Medium	1 min/LVL
Call Lightning	Infects subject with chosen disease: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom	Touch	Instant
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Daylight	60' radius of bright light.	Touch	10 min/LVL
Diminish Plants	Reduces size or blights the growth of normal plants. 100' radius circle, a 150' radius semicircle, or a 200' radius quarter circle	Long	Instant
Magic Fang, Greater	One natural weapon gets + 1/four levels (max +5).	Touch	1 min/LVL
Meld into Stone	You and your gear merge with stone.	Personal	10 min/LVL
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject including poisonous creatures, plants, containers, etc.	Touch	Instant
Plant Growth	Grows vegetation, improves crops. 100' radius circle, a 150' radius semicircle, or a 200' radius quarter circle	Long	Instant
Poison	Touch deals 1d3 STR damage 1/round for 6 rounds.	Touch	Instant
Protection from Energy	Absorbs 12 points/level of damage from one kind of energy.	Touch	10 min/LVL
Quench	Extinguishes fires; one 20' cu. /LVL or one fire-based magic item	Medium	Instant
Remove Disease	Cures all diseases affecting subject.	Touch	Instant
Sleet Storm	Hampers vision & movement in cylinder (40'radius, 20' high)	Long	1 round/LVL
Snare	Creates a magic booby trap.	Touch	Instant
Speak with Plants	You can talk to plants and plant creatures.	Personal	1 min/LVL
Spike Growth	Creatures in area take 1d4 damage, may be slowed. (20' sq /LVL)	Medium	1 hour/LVL
Stone Shape	Sculpts stone into any shape. (10' cu. + 1' cu. /LVL)	Touch	Instant
Summon Nature's Ally III	Summons creature to fight.	Close	1 round/LVL
Water Breathing	Subjects can breathe underwater.	Touch	2 hours/LVL
Wind Wall	Deflects arrows, smaller creatures, and gases. (10'/LVL long and 5'/LVL high)	Medium	1 round/LVL

4th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Air Walk	Subject treads on air as if solid (climb or descend at	Touch	10 min/LVL

	45-degree angle).		
Antiplant Shell	Keeps animated plants at bay.	10'	1 min/LVL
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Touch	Instant
Command Plants	Sways the actions of plant creatures. 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart	Close	1 day/LVL
Control Water	Raises or lowers bodies of water. 10 ft./level by 10 ft./level by 2 ft./level	Long	10 min/LVL
Cure Serious Wounds	Cures 3d8 points of damage + 1 point per caster level (maximum +15)	Touch	Instant
Dispel Magic	Cancels one magical spell or effect on spellcaster, creature, or object	Medium	Instant
Flame Strike	Smites foes with divine fire (1d6/level damage). cylinder (10-ft. radius, 40-ft. high)	Medium	Instant
Freedom of Movement	Subject moves normally despite impediments to movement.	Touch	10 min/LVL
Giant Vermin	Turns centipedes, scorpions, or spiders into *giant vermin*.	Close	1 min/LVL
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across. cylinder (20-ft. radius, 40 ft. high)	Long	1 round/LVL
Reincarnate	Brings dead subject back in a random body.	Touch	Instant
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away. 10-ft.-radius emanation centered on you.	10'	10 min/LVL
Rusting Grasp	Your touch corrodes iron and alloys. One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature	Touch	Instant
Scrying	Spies on subject from a distance.	Close	1 min/LVL
Summon Nature's Ally IV	Summons creature to fight.	Close	1 round/LVL

5th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animal Growth	One animal doubles in size.	Medium	1 min/LVL
Atonement	Removes burden of misdeeds from subject the creature is truly repentant and desirous of setting right its misdeeds.	Touch	Instant
Awaken	Animal or tree gains human intellect.	Touch	Instant
Baleful Polymorph	Permanently transforms subject into harmless animal.	Close	Instant
Call Lightning Storm	As *call lightning*, but 5d6 damage per bolt. One or more 30-ft.-long vertical lines of lightning	Long	1 min/LVL
Commune with Nature	Learn about terrain for 1 mile/level.	Personal	Instant
Control Winds	Changes wind direction and speed. 40 ft./level radius cylinder 40 ft. high	40'/LVL	10 min/LVL
Cure Critical Wounds	Cures 4d8 damage + 1/level (max +20).	Touch	Instant
Death Ward	Grants bonuses against death spells and negative energy.	Touch	1 min/LVL
Hallow	Designates location as holy. 40' radius emanating from the touched point	Touch	Instant
Insect Plague	Swarms of wasps attack creatures. One swarm of wasps per three levels	Long	1 min/LVL
Stoneskin	Grants DR 10/adamantine.	Touch	10 min/LVL

Summon Nature's Ally V	Summons creature to fight.	Close	1 round/LVL
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Medium	Instant
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Medium	Instant
Tree Stride	Step from one tree to another far away.	Personal	1 hour/LVL
Unhallow	Designates location unholy. 40' radius emanating from the touched point	Touch	Instant
Wall of Fire	Deals 2d4 fire damage out to 10'. and 1d4 out to 20'. Passing through wall deals 2d6 damage +1/level. Opaque sheet of flame up to 20' long/level or a ring of fire with a radius of up to 5'/two levels; either form 20' high	Medium	Concentration + 1 round/LVL
Wall of Thorns	Thorns damage anyone who tries to pass. One 10' cube/level	Medium	10 min/LVL

6th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Antilife Shell	10-ft.-radius field ,centered on you, hedges out living creatures.	10'	1 min/LVL
Bear's Endurance, Mass	As *bear's endurance*, affects 1 subject/level.	Touch	1 min/LVL
Bull's Strength, Mass	As *bull's strength*, affects 1 subject/level.	Touch	1 min/LVL
Cat's Grace, Mass	As *cat's grace*, affects one subject/level.	Touch	1 min/LVL
Cure Light Wounds, Mass	Cures 1d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Dispel Magic, Greater	As *dispel magic*, but with multiple targets.	Medium	Instant
Path	Shows most direct way to a location.	Touch	10 min/LVL
Fire Seeds	Acorns and berries become grenades and bombs.	Touch	10 min/LVL
Ironwood	Magic wood is as strong as steel.	Touch	1 day/LVL
Liveoak	Oak becomes treant guardian.	Touch	1 day/LVL
Move Earth	Digs trenches and builds hills 750' square and up to 10' deep	Long	Instant
Owl's Wisdom, Mass	As *owl's wisdom*, affects 1 subject/level.	Touch	1 min/LVL
Repel Wood	Pushes away wooden objects. 60' line-shaped emanation from you.	60'	1 min/LVL
Spellstaff	Stores one spell in wooden quarterstaff.	Touch	Instant
Stone Tell	Talk to natural or worked stone.	Personal	1 min/LVL
Summon Nature's Ally VI	Summons creature to fight.	Close	1 round/LVL
Transport via Plants	Move instantly from one plant to another of the same kind.	Long	1 round
Wall of Stone	Creates a stone wall that can be shaped. One 5' square/level	Medium	Instant

7th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animate Plants	One or more plants animate and fight for you. One Large plant per three caster levels	Close	1 round/LVL
Changestaff	Your staff becomes a treant on command.	Touch	1 hour/LVL
Control Weather	Changes weather in 2mi radius circle centered on you.	2 Miles	4d12 hours
Creeping Doom	Four swarms of centipedes attack at your command.	Close	1 round/LVL

Cure Moderate Wounds, Mass	Cures 2d8 damage + 1/level, affects 1 subject/LVL.	Touch	Instant
Fire Storm	Deals 1d6/level fire damage. Two 10' cubes /LVL	Medium	Instant
Heal	Cures 10 points/level damage, all diseases and mental conditions.	Touch	Instant
Scrying, Greater	As *scrying*, but faster and longer.	Close	1 min/LVL
Summon Nature's Ally VII	Summons creature to fight.	Close	1 round/LVL
Sunbeam	Beam blinds and deals 4d6 damage. One beam per three caster LVL	60'	1 round/LVL
Transmute Metal to Wood	Metal within 40 ft. becomes wood. All metal objects within a 40' radius.	Long	Instant
True Seeing	Lets you see all things as they really are.	Touch	1 min/LVL
Wind Walk	You and one touched creature per three LVLs turn vaporous and travel fast.	Touch	1 hour/LVL

8th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Animal Shapes	One ally/level polymorphs into chosen animal.	Close	1 hour/LVL
Control Plants	Controls actions of one or more plant creatures. 2 HD/level of plant creatures	Close	1 min/LVL
Cure Serious Wounds, Mass	Cures 3d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Earthquake	Intense tremor shakes 80-ft.-radius.	Long	1 round
Finger of Death	Deals 10 damage/level to one subject.	Close	Instant
Repel Metal or Stone	Pushes away metal and stone. 60' line from you.	60'	1 round/LVL
Reverse Gravity	Objects and creatures fall upward. One 10' cube/LVL	Medium	1 round/LVL
Summon Nature's Ally VIII	Summons creature to fight.	Close	1 round/LVL
Sunburst	Blinds all within 10' and deals 6d6 damage 80' radius burst.	Long	Instant
Whirlwind	Cyclone deals damage and can pick up creatures. 10' wide at base, 30' wide at top, and 30' tall	Long	1 round/LVL
Word of Recall	Teleports you, and touched objects or other willing creatures, back to designated place.	Unlimited	Instant

9th Level Druid Spells

SPELL NAME	EFFECT	RANGE	DURATION
Antipathy	Object or location affected by spell repels certain creatures. One location (up to a 10-ft. cube/level) or one object.	Close	2 hours/LVL
Cure Critical Wounds, Mass	Cures 4d8 damage + 1/level for many creatures.	Touch	Instant
Elemental Swarm	Summons multiple elementals to your aid.	Medium	10 min/LVL
Foresight	"Sixth sense" warns of impending danger.	Touch	10 min/LVL
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Touch	Instant
Shambler	Creates 1d4+2 shambling mounds to fight for you.	Medium	7 days
Shapechange	Transforms you into certain creatures, and you can change forms once per round.	Personal	10 min/LVL
Storm of Vengeance	Storm rains acid, lightning, and hail. 360' radius storm cloud.	Long	Concentration

Sympathy	Object or location attracts certain creatures. One location (up to a 10-ft. cube/level) or one object.	Close	2 hours/LVL

Fighter

History: Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

Description: Fighters wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.

Combat Prowess: Allows a fighter to execute special abilities.

- **Amount:** Combat Prowess = 1 per Fighter level which is replenished after 8 hours of rest.
- **Usage:** Using Combat Prowess is a free action applied to a fighter's next action.

NAME	DESCRIPTION	COST	DURATION
Weapon Training	+1 ATK & +1 DMG.	1 per Prowess	1 turn
Bravery	+1 to Will saves.	1 per 2 Prowess	1 encounter
Martial Combat	+1 to any Combat Maneuver check. (Bull Rush, Grapple, Trip, Charge, Over Run, Sunder, etc…)	1 per 2 Prowess	1 turn
Change Weapons	Switch to easily accessible weapon as a free action.	2 Prowess	Instant
Front Line	+4 to Initiative rolls.	2 Prowess	1 encounter
Taunt	Target focuses next attack on you.	2 Prowess	Instant
Cleave	One extra ATK on one target adjacent to last target.	1 per 3 Prowess	1 turn
Precise Shot	Shoot into melee without penalties.	3 Prowess	1 turn
Team Tactics	+1 to all rolls for allies within 60'	5 Prowess	1 encounter
Pinpoint Target	Ignore target's armor and shield bonuses to AC.	10 Prowess	1 turn
Damage Reduction	Subtract 5 from all DMG taken by melee or ranged weapons.	10 Prowess	1 encounter

Class Features:

- **Brawler:** (LVL 1) Improvised weapons deal 1d4 DMG and do not suffer attack penalties.
- **Shield Bash:** (LVL 1) Fighters may make a melee ATK with their shield. Successful shield bashes deal 1d4 DMG or 1d4+2 DMG for spiked shields.

- **Combat Experience:** (LVL 1) Every 5th level a fighter gains +1 ATK and +1 DMG (1,5,10,15,20)

Monk

History: For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. Monks elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. They tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

Description: Monks do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.

Ki: A pool of supernatural energy a monk can manipulate, learn to control, and unleash to make their actions more powerful. It also makes a monk's natural weapons count as magic weapons; such as Unarmed Strikes with hands, feet, elbows, knees, head, or any other part of their body used as a weapon. .

- **Amount:** Ki = 1 per Monk level. Ki is restored daily after a full nights rest plus meditation.
- **Usage:** Ki is used as a free action that instantly applies to the next action being taken

NAME	EFFECT	COST	DURATION
Sprint	Run an additional 5'	5' per Ki	1 turn
Dodge	+1 dodge bonus to AC	1 per Ki	1 encounter
Leap	+1 to Jump check	1 per Ki	1 encounter
Spider Monkey	+1 to Climb check	1 per Ki	1 encounter
Wholeness of Body	Heal 1 HP	1 per Ki	instant
Ki Strike	+1 DMG to next successful ATK	1 per Ki	1 turn
Evasion	+1 Reflex save	1 per Ki	1 turn
Still Mind	+1 Will save	1 per Ki	1 turn
Flurry	1 additional Unarmed Strike at -1 ATK per Ki (see description)	1 per Ki	1 turn
Slow Fall	Half damage from falling	5 Ki	1 fall
Purity of Body	Cure self of any disease	7 Ki	instant
Improved Evasion	Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves for 1 day.	9 Ki	1 day
Harmonize Body	Cure self of any poison	11 Ki	instant
Abundant Step	Magically slip between dimensions to arrive at a spot four times further away than if the monk had simply ran there for a single move action.	12 Ki	1 turn
Soul of Zen	Save bonus vs. any spell cast on a monk = Monk Level + 10 for 1 day.	13 Ki	1 day
Quivering Palm	Upon a successful quivering palm strike the target is infused with inharmonic Ki waves. If the target fails their Fort save they are killed. Fort DC = 10 + (Monk Level / 2) + MND.	15 Ki	1 turn
Tongue of Sun & Moon	Communicate with any living creature for 1 day	17 Ki	1 day
Empty Body	Assume an ethereal state for 10 rounds (1 minute) as if using	19 Ki	10 rounds

	the spell Etherealness.		

Flurry: 1 additional Unarmed Strike at -1 ATK per Ki. Flurry is cumulative; so if 3 Ki are spent on Flurry the monk could do 3 additional attacks all at -3 on ATK rolls. Now if 12 Ki are spent on Flurry they get 12 additional Unarmed Strikes but all of them are -12 on ATK rolls.

Paladin

History: Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As rewards for their righteousness, these holy champions are bestowed with sublime blessings to aid them in their quests: powers to smite evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

Description: These holy champions may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are consecrated with Righteous Favor and Holy Magic. A character must be of Lawful Good alignment to be a Paladin

Righteous Favor: The Paladin may draw upon this Righteous Favor to aid themselves and their allies.

- **Amount:** Righteous Favor = 1 Favor per Paladin Level. Rejuvenated after a full nights rest in addition to worshiping their deity.
- **Usage:** Favor is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Smite Evil	+1 ATK & AC vs. Evil	per 1 Favor	1 encounter
Aura of Courage	+1 to Will saves for allies within 10'	per 1 Favor	1 encounter
Lay on Hands	Heal 1d6 HP on touched creature	per 2 Favor	Instant
Afflict Undead	1d6 DMG to touched undead	per 2 Favor	Instant
Aura of Righteousness	+2 to all saves for allies within 10'	per 4 Favor	1 encounter
Virtuous Armor	+4 AC armor bonus	6 Favor	1 encounter
Aura of Justice	Bestow "Smite Evil" upon allies within 10'	9 Favor	1 encounter
Crusade	2 additional attacks with no penalties	12 Favor	1 turn
Devotional Healing	Heal 150 HP and wipe away all negative afflictions	18 Favor	Instant

Class Features:

- **Detect Evil:** (LVL 1) At will a paladin may Detect Evil; same as the spell.
- **Divine Grace:** (LVL 1) +1 to all saving throws every 5th level (1,5,10,15,20)
- **Immaculate Health:** (LVL 3) Immune to all diseases including supernatural and magical

Holy Magic: (LVL 4) Able to cast spells from paladin spell list. Casting costs for paladins are paid with Righteous Favor instead of Hit Points. The cost is Spell Level x 2.

Paladin Spells

1st Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bless	Allies in 50-ft.-radius burst, centered on you, gain +1 on attack rolls and saves against fear.	50'	1 min/LVL
Bless Water	Makes holy water.	Touch	Instant
Create Water	Creates 2 gallons/level of pure water.	Close	Instant
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Detect Poison	Detects poison in one creature or object.	Close	Instant
Detect Undead	Reveals undead within 60 ft.	60'	Concentration
Divine Favor	You gain +1 per three levels on attack	Personal	1 min

	and damage rolls.		
Endure Elements	Exist comfortably in hot or cold regions.	Touch	24 hr
Protection from Evil/Chaos	+2 to AC and saves vs. Chaotic or Evil.	Touch	10 rounds/LVL
Read Magic	Read *scrolls* and spellbooks.	Personal	10 min/LVL
Resistance	Subject gains +1 on saving throws.	Touch	1 min
Restoration, Lesser	Dispels magical effects reducing one of the subject's ability scores or cures 1d4 temp. lost of STR/DEX/MND.	Touch	Instant

2nd Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bull's Strength	Subject gains +4 to Str for 1 min./level.	Touch	1 min/LVL
Delay Poison	Stops poison from harming target for 1 hour/level.	Touch	1 hr/LVL
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	Touch	1 min/LVL
Remove Paralysis	Frees up to 4 creatures within 25' from paralysis or slow effect	Close	Instant
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type.	Touch	10 min/LVL
Shield Other	You take half of subject's damage.	Close	1 hr/LVL
Undetectable Alignment	Conceals alignment for 24 hours.	Close	24 hr
Zone of Truth	Subjects within 20-ft.-radius cannot lie.	Close	1 min/LVL

3rd Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Daylight	60-ft. radius of bright light.	Touch	10 min/LVL
Discern Lies	Reveals deliberate falsehoods of one creature/level; no two of which can be more than 30 ft. apart.	Close	Concentration
Dispel Magic	Cancels one magical spell or effect.	Medium	Instant
Magic Circle against Chaos/Evil/Good/ Law	As *protection* spells, but 10-ft. radius and 10 min./level.	Touch	10 min/LVL
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5).	Touch	1 min/LVL
Prayer	Allies get +1 bonus on most rolls, enemies –1 penalty within a 40-ft.-radius burst centered on you.	40'	1 round/LVL
Remove Blindness/Deafness	Cures normal or magical blindness or deafness.	Touch	Instant
Remove Curse	Frees object or person from curse.	Touch	Instant

4th Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Break Enchantment	Frees subjects from enchantments, transmutations, and curses up to one creature per level, all within 30 ft. of each other.	Close	Instant
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15).	Touch	Instant
Death Ward	Grants bonuses against death spells and negative energy.	Touch	1 min/LVL
Dispel Chaos/Evil/Good/ Law	+4 bonus against attacks.	Touch	1 round/LVL
Holy Sword	Weapon becomes +5 and deals +2d6 damage against evil	Touch	1 round / LVL

Mark of Justice	Designates action that triggers *curse* on subject.	Touch	Instant
Mark of Justice	Designates action that triggers *curse* on subject.	Touch	Instant
Restoration	Restores level and ability score drains.	Touch	Instant

Ranger

History: For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

Description: Rangers use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.

Class Features:

- **Favored Enemy:** (LVL 1) Every 5th (1,5,10.15,20) LVL the ranger may choose a favored enemy and gains +1 on all rolls made against any favored enemy target.

Type (Subtype)		
Aberration	Humanoid (gnome)	Outsider (earth)
Animal	Humanoid (halfling)	Outsider (evil)
Construct	Humanoid (human)	Outsider (fire)
Dragon	Humanoid (orc)	Outsider (good)
Fey	Humanoid (reptilian)	Outsider (lawful)
Humanoid (aquatic)	Magical beast	Outsider (native)
Humanoid (dwarf)	Humanoid (other subtype)	Outsider (water)
Humanoid (elf)	Monstrous humanoid	Plant
Humanoid (giant)	Ooze	Undead
Humanoid (goblinoid)	Outsider (air)	Vermin
Humanoid (gnoll)	Outsider (chaotic)	

- **Survivor:** (LVL 1) +3 bonus to all Survival checks.

- **Wild Empathy:** (LVL 1) Natural diplomacy in order to improve the attitude of an animal within 30'

- **Combat Style:** (LVL 2) Make a permanent decision on which style to choose.
  - **Ranged:** +1 ATK & DMG with all ranged weapons.
  - **Dual Wield:** Dual wielding two light weapons only incurs a -1 penalty to all ATK rolls that round.

- **Hunter's Bond:** (LVL 4) A ranger may obtain a loyal animal companion. If this creature is lost, killed, or destroyed the ranger may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the ranger's (round down). A companion has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master
  - **Share Spells:** Any spell the ranger casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master

- **Ranger Magic:** (LVL 4) Able to cast ranger spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.

- **Quarry:** (LVL 11) Denote a target within line of sight as your quarry. Target must be a favored enemy and no more than one quarry at a time. Additional +2 bonus to all rolls made against this target.

- **Improved Evasion:** (LVL 16) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.

Ranger Spells

1-Level Ranger Spells			
NAME	**DESCRIPTON**	**RANGE**	**DURATION**
Animal Messenger	Compel an untamed, tiny, animal to carry a message to a designated spot that you know of and wait until the spell expires.	Close	1 Day/LVL
Calm Animals	2d4 HD animals are soothed, quieted, and become docile.	Close	10 rounds/LVL
Charm Animal	1 animal perceives your words and actions in the most favorable way as if a trusted friend or ally.	Close	1 hour/LVL
Detect Animals or Plants	Detect presence, health, and amount of plants& animals.	Long	Concentration
Endure Elements	Exist comfortably in conditions between -50 and 140 degrees.	Touch	1 day
Entangle	Plants entangle everyone in 40-ft. radius.; each round they get another chance to break free until duration expires.	Long	10 rounds/LVL
Hide from Animals	Animals can't perceive one subject/level.	Touch	10 min/LVL
Magic Fang	+1 ATK & DMG on natural weapons. (Slam, bite, fist, claw, etc)	Touch	10 rounds/LVL
Speak with Animals	Ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.	Personal	10 rounds/LVL

2-Level Ranger Spells			
NAME	**DESCRIPTON**	**RANGE**	**DURATION**
Barkskin	+2 AC to natural armor.	Touch	10 min/LVL
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Hold Animal	One animal becomes paralyzed and can take no actions.	Medium	1 round/LVL
Snare	Creates a magic booby trap.	Touch	Instant
Speak with Plants	You can talk to plants and plant creatures.	Personal	1 min/LVL
Spike Growth	Creatures in area take 1d4 damage, may be slowed. (20' sq /LVL)	Medium	1 hour/LVL
Wind Wall	Deflects arrows, smaller creatures, and gases. (10'/LVL long and 5'/LVL high)	Medium	1 round/LVL

3-Level Ranger Spells			
NAME	**DESCRIPTON**	**RANGE**	**DURATION**
Command Plants	Sways the actions of plant creatures. 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart	Close	1 day/LVL
Cure Moderate Wounds	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Darkvision	See 60 ft. in total darkness.	Touch	1 hour/LVL
Prune Growth	Designate portions within 200' area where plants will shrink to 1/3 their normal size and dispel any magical effect on those plants.	Long	Instant
Stunt Growth	All normal plants within ½ mile have their potential productivity reduced to half over the year.	½ mile	Instant
Overgrowth	Designate portions within 200' area where plants will to become overgrown, entwined, and difficult to move through.	Long	Instant

Enrichment	All normal plants within ½ mile have their potential productivity increased by half over the year.	½ mile	Instant
Magic Fang, Greater	One natural weapon gets + 1/four levels (max +5).	Touch	1 min/LVL
Reduce Animal	Decrease one size category of a single willing animal.	Touch	2 hour/LVL
Water Walk	Touch 1 creature per LVL and they can tread on any liquid as if solid.	Touch	10 min/LVL

4-Level Ranger Spells

NAME	DESCRIPTON	RANGE	DURATION
Animal Growth	One animal doubles in size.	Medium	1 min/LVL
Commune with Nature	Learn about terrain for 1 mile/level.	Personal	Instant
Cure Serious Wounds	Cures 3d8 points of damage + 1 point per caster level (maximum +15)	Touch	Instant
Freedom of Movement	Subject moves normally despite impediments to movement.	Touch	10 min/LVL
Tree Stride	Step from one tree to another far away.	Personal	1 hour/LVL

Rogue

History: Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.

Description: Rogues use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.

Talents:

- **Amount:** Talent = 1 point of Talent per Rogue Level. Rejuvenated after a full nights rest.
- **Usage:** Talent is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Bleeding Attack	Sneak ATK causes target to bleed 1 DMG for 1 round	1 per Talent	1 round
Fast Stealth	Sneaking does not slow down movement.	1 turn per Talent	1 turn
Acrobatics	+1 to next roll involving an acrobatic maneuver	+1 per Talent	1 turn
Cat Climb	+1 to Climb check.	+1 per 2 Talent	1 turn
Nimble Fingers	+1 to next Disable Device check.	+1 per 2 Talent	1 turn
Trap Dodge	+1 AC & +1 Reflex save vs. traps.	+1 per 3 Talent	1 round
Sap	Sneak attack to knock out living target if they fail Fort. save. Fort DC: Rogue LVL + MND	2 Talent	1 round per Rogue LVL
Quick Disable	Disable Device in half the normal time.	4 Talent	1 turn
Magic Trick	Cast single 0-LVL arcane spell as spell like ability.	6 Talent	Instant
Opportunist	Make an Attack of Opportunity against an opponent who has just been struck for damage by an ally.	10 Talent	1 turn
Stunning Strike	Sneak ATK stuns target for 1d6 rounds.	12 Talent	1d6 rounds
Defensive Tumble	Take half DMG (round up) from opponents last ATK	14 Talent	Instant
Skill Mastery	Take 10 on next skill check even if threatened	16 Talent	1 turn

Class Features:

- **Sneak Attack:** (LVL 1) When a rogue successfully sneaks up on a foe they can add their Sub-terfuge skill rank to damage of their first attack. For a ranged weapon the target must be within 30'.

- **Trapfinding:** (LVL 1) Rogues are able to detect & disarm any trap; to include magic traps. Add Rogue LVL / 2 (round up) to all perception checks made to search for traps or to disable devices.

- **Improved Uncanny Dodge:** (LVL 8) Rogue cannot be flanked.

- **Improved Evasion:** (LVL 9) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.

Sorcerer

History: Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results.

Description: Sorcerers wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.

Class Features:

- **Arcane Magic:** (LVL 1) Sorcerers can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.

- **Somatic Casting:** (LVL 1) A sorcerer's hands must be free in order to cast Arcane Magic.

- **Familiar:** (LVL 1) Begin play with a tiny, loyal, creature. If this creature is lost, killed, or destroyed the sorcerer may obtain a new one but it takes 1 week to form a new bond. This creature will obey simple two word commands to the best of its ability. The familiars Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the sorcerer's (round down). A familiar has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master.
  - **Share Spells:** Any spell the sorcerer casts targeting themselves may also target the familiar at the same time but the familiar must be within 5' of its master.
  - **Deliver Touch Spell:** A sorcerer may cast a touch spell, touch their familiar, and then order the familiar to deliver the touch spell to a target. The familiar then makes a magic touch ATK vs. the target.
  - **Empathic Link:** The familiar and master share an empathic link which they use to communicate only general emotional content between one another.
  - **Symbiotic Bond:** Both sorcerer and familiar gain +1 to any skill check while bound to one another.

- **Bloodline Magic:** (LVL 1) Sorcerers live and breathe that which wizards devote their lives to mastering and for them magic is more than a field of study; it is life itself. This derives from their linage and can manifest from many different sources. Perhaps a celestial being has bestowed power upon your bloodline, an infernal beast has spread it's filth into your linage, an ancestor made a pact with a supernatural creature, a relative became an undead abomination, or perhaps your arcane bloodline begins with you and your story.

Sorcerer Spells

0 Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Resistance	Subject gains +1 on saving throws.	Touch	1 min
Acid Splash	One orb missile of acid deals 1d3 acid damage.	Close	Instant
Detect Magic	Detects all spells and magic items within 60 ft cone-shaped emanation.	60'	Concentration
Detect Poison	Detects poison in one creature, small object, or 5-ft. cube.	Close	Instant
Read Magic	Read *scrolls* and spellbooks.	Personal	10 min

Daze	A single humanoid creature with 4 HD or less loses its next action.	Close	1 round
Dancing Lights	Creates torches or other lights. Up to four lights, all within a 10-ft.-radius area.	Medium	1 min
Flare	Dazzles one creature (–1 on attack rolls).	Close	Instant
Light	Object shines like a torch.	Touch	10 min/LVL
Ray of Frost	Ray deals 1d3 cold damage.	Close	Instant
Ghost Sound	Figment sounds.	Close	1 round/LVL
Bleed	Cause a stabilized creature to resume dying.	Close	Instant
Disrupt Undead	Deals 1d6 damage to one undead.	Close	Instant
Touch of Fatigue	Touch attack fatigues target.	Touch	1 round/LVL
Mage Hand	5-pound *telekinesis*. One non-magical, unattended object weighing up to 5 lbs.	Close	Concentration
Mending	Makes minor repairs on an object. One object of up to 1 lb./level	10’	Instant
Message	Whisper conversation at distance to one creature/LVL.	Medium	10 min/LVL
Open/Close	Opens or closes small or light object weighing up to 30 lbs. or portal that can be opened or closed	Close	Instant

1st Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Alarm	Wards an area for 2 hours/level. In 20-ft.-radius emanation centered on a point in space.	Close	2 hr/LVL
Endure Elements	Exist comfortably in hot or cold regions.	Touch	24 hr
Hold Portal	Holds shut one portal, up to 20 sq. ft./level.	Medium	1 min/LVL
Prot. from Chaos/Evil/Good/Law	+2 to AC and saves, plus additional protection against selected alignment.	Touch	1 min/LVL
Shield	Invisible disc gives +4 to AC, blocks *magic missiles*.	Personal	1 min/LVL
Grease	Makes 10-ft. square or one object slippery.	Close	1 min/LVL
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hr/LVL
Mount	Summons riding horse for 2 hours/level.	Close	2 hr/LVL
Obscuring Mist	Fog surrounds you; a cloud spreads in 20-ft. radius from you, 20 ft. high.	20’	1 min/lLVL
Summon Monster I	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Unseen Servant	Invisible one invisible, mindless, shapeless servant obeys your commands.	Close	1 hr/LVL
Comprehend Languages	You understand all spoken and written languages.	Personal	10 min/LVL
Detect Secret Doors	Reveals hidden doors within 60 ft cone-shaped emanation.	60’	Concentration
Detect Undead	Reveals undead within 60 ft cone-shaped emanation.	60’	Concentration
Identify	Gives +10 bonus to identify magic items.	60’	3 rounds/LVL
True Strike	+20 on your next attack roll.	Personal	Special
Charm Person	Makes one humanoid creature your friend.	Close	1 hr/LVL
Hypnotism	Fascinates 2d4 HD of creatures; no two of which may be more than 30 ft. apart.	Close	2d4 hr
Sleep	Puts 4 HD of creatures within a 10-ft.-radius burst into magical slumber.	Medium	1 min/LVL
Burning Hands	1d4/level fire damage (max 5d4) in cone-shaped burst.	15’	Instant
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100	Close	1 hr/LVL

	lbs./level.		
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5); no two of which can be more than 15 ft. apart.	Medium	Instant
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).	Touch	Instant
Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures in cone-shaped burst.	15'	Instant
Disguise Self	Changes your appearance.	Personal	10 min/LVL
Magic Aura	Alters object's *magic aura* of one touched object weighing up to 5 lbs./level.	Touch	1 day/LVL
Silent Image	Creates minor illusion of your design. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	Concentration
Ventriloquism	Throws voice for 1 min./level.	Close	1 min/LVL
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	Close	1d4 rounds
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	Touch	Instant
Ray of Enfeeblement	Ray causes 1d6 Str penalty + 1 per 2 levels.	Close	1 round/LVL
Animate Rope	Makes a rope move at your command. One rope-like object, length up to 50 ft. + 5 ft./level	Medium	1 round/LVL
Enlarge Person	Humanoid creature doubles in size.	Close	1 min/LVL
Expeditious Retreat	Your base speed increases by 30 ft.	Personal	1 min/LVL
Feather Fall	Objects or creatures fall slowly. One Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart.	Close	1 round/LVL
Jump	Subject gets bonus on Acrobatics checks.	Touch	1 min/LVL
Magic Weapon	Weapon gains +1 bonus.	Touch	1 min/LVL
Reduce Person	Humanoid creature halves in size.	Close	1 min/LVL

2nd Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Arcane Lock	Magically locks a portal or chest. Door, chest, or portal touched, up to 30 sq. ft./level in size	Touch	Instant
Obscure Object	Masks object against *scrying* up to 100 lbs./level.	Touch	8 hr
Protection from Arrows	Subject gains DR 10/magic against ranged attacks.	Touch	1 hr/LVL
Resist Energy	Ignores first 10 (or more) points of damage per attack from specified energy type.	Touch	10 min/LVL
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.	Long	1 round/LVL +1
Fog Cloud	Fog obscures vision in 20-ft. radius.	Medium	10 min/LVL
Glitterdust	Blinds creatures, outlines invisible creatures within 10-ft.-radius spread.	Medium	1 round/LVL
Summon Swarm	Summons swarm of bats, rats, or spiders.	Close	Concentration +2
Web	Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.	Medium	10 min/LVL
Detect Thoughts	Allows "listening" to surface thoughts.	60'	Concentration
Locate Object	Senses direction toward object (specific or type). Circle, centered on you, with a radius of 400 ft. + 40 ft./level	Long	1 min/LVL
See Invisibility	Reveals invisible creatures or objects.	Personal	10 min/LVL

Daze Monster	Living creature of 6 HD or less loses its next action.	Medium	1 round
Hideous Laughter	Subject loses actions for 1 round/level.	Close	1 round/LVL
Touch of Idiocy	Subject takes 1d6 penalty to Int, Wis, and Cha.	Touch	10 min/LVL
Continual Flame	Makes a permanent, heatless light.	Touch	Instant
Darkness	20-ft. radius of supernatural shadow.	Touch	1 min/LVL
Flaming Sphere	Rolling 5-ft.-diameter sphere of fire deals 3d6 fire damage.	Medium	1 round/LVL
Gust of Wind	Blows away or knocks down smaller creatures. Line-shaped gust of severe wind emanating out from you to the extreme of the range	60’	1 round
Scorching Ray	Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).	Close	Instant
Shatter	Sonic energy damages objects in 5-ft.-radius spread; or one solid object or one crystalline creature.	Close	Instant
Blur	Attacks miss subject 20% of the time.	Touch	1 min/LVL
Hypnotic Pattern	Fascinates 2d4 + level HD of creatures with colorful lights in a 10-ft.-radius spread.	Medium	Concentration +2
Invisibility	You or a creature or object weighing no more than 100 lbs./level is invisible for 1 min./level or until it attacks.	Touch	1 min/LVL
Magic Mouth	Object speaks once when triggered.	Close	Instant
Minor Image	As *silent image*, plus some sound.	Long	Concentration +2
Mirror Image	Creates decoy duplicates of you.	Personal	1 min/LVL
Misdirection	Misleads divinations for 1 creature or object. One creature or object, up to a 10-ft. cube in size	Close	1 hr/LVL
Phantom Trap	Makes item seem trapped.	Touch	Instant
Blindness/Deafness	Makes subject blinded or deafened.	Medium	Instant
False Life	Gain 1d10 temporary hp + 1/level (max +10).	Personal	1 hour/LVL
Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.	Touch	1d6+2 rounds
Scare	Frightens creatures of less than 6 HD. One living creature per three levels, no two of which can be more than 30 ft. apart	Medium	1 round/LVL
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.	Medium	1 min/LVL
Alter Self	Assume form of a Small or Medium humanoid.	Personal	1 min/LVL
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	Touch	1 min/LVL
Bull's Strength	Subject gains +4 to Str for 1 min./level.	Touch	1 min/LVL
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	Touch	1 min/LVL
Darkvision	See 60 ft. in total darkness.	Touch	1 hr/LVL
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	Touch	1 min/LVL
Fox's Cunning	Subject gains +4 to Int for 1 min./level.	Touch	1 min/LVL
Knock	Opens locked or magically sealed door. One door, box, or chest with an area of up to 10 sq. ft./level	Medium	Instant
Levitate	Subject moves up and down at your direction. You or one willing creature or one object (total weight up to 100 lbs./level)	Personal	1 min/LVL
Make Whole	Repairs an object. One object of up to 10 cu. ft./level or one construct creature of any size	Close	Instant
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	Touch	1 min/LVL

Pyrotechnics	Turns fire into blinding light or thick smoke. Oe fire source, up to a 20-ft. cube	Long	1d4 +1 rounds
Rope Trick	As many as eight creatures hide in extradimensional space. Oe touched piece of rope from 5 ft. to 30 ft. long	Touch	1 hour/LVL
Spider Climb	Grants ability to walk on walls and ceilings.	Touch	10 min/LVL
Whispering Wind	Sends a short message 1 mile/level in 10-ft.-radius spread	1 mile	1 hr/LVL

3rd Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dispel Magic	Cancels one magical spell or effect.	Medium	Instant
Explosive Runes	Deals 6d6 damage when read. Oe touched object weighing no more than 10 lbs.	Touch	Instant
Magic Circle against Chaos/Evil/Good/Law	As protection spells, but 10-ft. radius and 10 min./level.	Touch	10 min/LVL
Nondetection	Hides subject from divination, *scrying*.	Touch	1 hr/LVL
Protection from Energy	Absorbs 12 points/level of damage from one kind of energy.	Touch	10 min/LVL
Phantom Steed	Magic horse appears for 1 hour/level. On quasi-real, horse-like creature	0'	1 hr/LVL
Sepia Snake Sigil	Creates text symbol that immobilizes reader. Oe touched book or written work	Touch	Instant
Sleet Storm	Hampers vision and movement in a cylinder (40-ft. radius, 20 ft. high).	Long	1 hr/LVL
Stinking Cloud	Nauseating vapors, 1 round/level in a cloud spread in 20-ft. radius, 20 ft. high.	Medium	1 round/LVL
Summon Monster III	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Arcane Sight	Magical auras become visible to you.	Personal	1 min/LVL
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.	Long	1 min/LVL
Tongues	Speak and understand any language.	Touch	10 min/LVL
Deep Slumber	Puts 10 HD of creatures to *sleep*.	Close	1 min/LVL
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	Touch	10 min/LVL
Hold Person	Paralyzes one humanoid for 1 round/level.	Medium	1 round/LVL
Rage	Gives +2 to Str and Con, +1 on Will saves, –2 to AC. One willing living creature per three levels, no two of which may be more than 30 ft. apart	Medium	Concentration +1 round/LVL
Suggestion	Compels a subject to follow stated course of action.	Close	1 hr/LVL
Daylight	60-ft. radius of bright light.	Touch	10 min/LVL
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instant
Lightning Bolt	Electricity deals 1d6/level damage in a 120-ft. line.	120'	Instant
Tiny Hut	Creates shelter for 10 creatures in 20-ft.-radius sphere centered on your location.	20'	2 hr/LVL
Wind Wall	Deflects arrows, smaller creatures, and gases. Wall up to 10 ft./level long and 5 ft./level high	Medium	1 round/LVL
Displacement	Attacks miss subject 50% of the time.	Touch	1 round/LVL
Illusory Script	Only select creatures can read text. One touched object weighing no more than 10 lbs.	Touch	1 day/LVL
Invisibility Sphere	Makes everyone within 10 ft. invisible.	Touch	1 min/LVL
Major Image	As *silent image*, plus sound, smell and thermal	Long	Concentration

	effects. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level		+3 round/LVL
Gentle Repose	Preserves one corpse.	Touch	1 day/LVL
Halt Undead	Immobilizes undead for 1 round/level up to three undead creatures, no two of which can be more than 30 ft. apart.	Medium	1 round/LVL
Ray of Exhaustion	Ray makes subject exhausted.	Close	1 min/LVL
Vampiric Touch	Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Touch	1 hr
Beast Shape I	You take the form and some of the powers of a Small or Medium animal.	Personal	1 min/LVL
Blink	You randomly vanish and reappear for 1 round per level.	Personal	1 round/LVL
Flame Arrow	Arrows deal +1d6 fire damage. Transmute fifty projectiles, all of which must be together at the time of casting	Close	10 min/LVL
Fly	Subject flies at speed of 60 ft.	Touch	1 min/LVL
Gaseous Form	Subject becomes insubstantial and can fly slowly.	Touch	2 min/LVL
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves. One creature/level, no two of which can be more than 30 ft. apart	Close	1 round/LVL
Keen Edge	Doubles normal weapon's threat range. One weapon or 50 projectiles, all of which must be together at the time of casting	Close	10 min/LVL
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5).	Touch	1 min/LVL
Secret Page	Changes one page to hide its real content. Page touched, up to 3 sq. ft. in size	Touch	Instant
Shrink Item	Object shrinks to one-sixteenth size. One touched object of up to 2 cu. ft./level	Touch	1 day/LVL
Slow	One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls. One creature/level, no two of which can be more than 30 ft. apart	Close	1 round/LVL
Water Breathing	Subjects can breathe underwater.	Touch	2 hr/LVL

4th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dimensional Anchor	Bars extradimensional movement.	Medium	1 min/LVL
Fire Trap	Opened object deals 1d4 damage + 1/level.	Touch	Instant
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects in a 10-ft.-radius spherical emanation, centered on you.	10’	1 round/LVL
Remove Curse	Frees object or person from curse.	Touch	Instant
Stoneskin	Grants DR 10/adamantine.	Touch	10 min/LVL
Black Tentacles	Tentacles grapple all creatures within a 20-ft. spread.	Medium	1 round/LVL
Dimension Door	Teleports you and touched objects or other touched willing creatures a short distance.	Long	Instant
Minor Creation	Creates one cloth or wood object. Unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./level	0’	1 hr/LVL
Secure Shelter	Creates sturdy 20-ft.-square structure cottage.	Close	2 hr/LVL
Solid Fog	Blocks vision and slows movement. Fog spreads in 20-ft. radius	Medium	1 min/LVL

Summon Monster IV	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Arcane Eye	Invisible floating eye moves 30 ft./round.	Unlimited	1 min/LVL
Detect Scrying	Alerts you to magical eavesdropping in 40-ft.-radius emanation centered on you.	40’	24 hr
Locate Creature	Indicates direction to familiar creature in a circle, centered on you, with a radius of 400 ft. + 40 ft./level.	Long	10 min/LVL
Scrying	Spies on subject from a distance.	Special	1 min/LVL
Charm Monster	Makes monster believe it is your ally.	Close	1 day/LVL
Confusion	All creatures in a 15-ft.-radius burst behave oddly for 1 round/level.	Medium	1 round/LVL
Crushing Despair	Subjects in a cone-shaped burst take –2 on attack rolls, damage rolls, saves, and checks.	30’	1 min/LVL
Geas, Lesser	Commands subject of 7 HD or less.	Close	1 day/LVL
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.	Personal	1 round/LVL
Ice Storm	Hail deals 5d6 damage in a cylinder (20-ft. radius, 40 ft. high).	Long	1 round/LVL
Resilient Sphere	Force globe protects but traps one subject in a 1-ft.-diameter/level sphere, centered around a creature.	Close	1 min/LVL
Shout	Deafens all within cone and deals 5d6 sonic damage in a cone-shaped burst.	30’	Instant
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level. Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high	Medium	Concentration +1 round/LVL
Wall of Ice	Ice plane creates wall or hemisphere creates dome. Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level	Medium	1 min/LVL
Hallucinatory Terrain	Makes one type of terrain appear like another (field as forest, or the like) in one 30-ft. cube/level.	Long	2 hr/LVL
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through that is 1 ft. by 10 ft. by 10 ft.	Close	Instant
Invisibility, Greater	As *invisibility*, but subject can attack and stay invisible.	Touch	1 min/LVL
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.	Medium	Instant
Rainbow Pattern	Lights fascinate 24 HD of creatures with colorful lights in a 20-ft.-radius spread.	Medium	Concentration +1 round/LVL
Shadow Conjuration	Mimics conjuration spell below 4th level, but only 20% real.	Special	Special
Animate Dead	Creates undead skeletons and zombies out of corpses.	Touch	Instant
Bestow Curse	–6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Touch	Instant
Contagion	Infects subject with chosen disease.	Touch	Instant
Enervation	Subject gains 1d4 negative levels.	Close	Instant
Fear	Subjects within cone-shaped burst flee for 1 round/level.	30’	1 round/LVL
Beast Shape II	You take the form and some of the powers of a Tiny or Large animal.	Personal	1 min/LVL

Elemental Body I	Turns you into a Small elemental.	Personal	1 min/LVL
Enlarge Person, Mass	1 humanoid creature/level doubles in size.	Close	1 min/LVL
Mnemonic Enhancer	Prepare extra spells or retain one just cast.	Personal	Instant
Reduce Person, Mass	As *reduce person*, but affects 1 humanoid creature/level.	Close	1 min/LVL
Stone Shape	Sculpts stone into any shape. Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	Touch	Instant

5th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Break Enchantment	Frees subjects from enchantments, transmutations, and curses. Up to one creature per level, all within 30 ft. of each other	Close	Instant
Dismissal	Forces a creature to return to its native plane.	Close	Instant
Mage's Private Sanctum	Prevents anyone from viewing or *scrying* an area for 24 hours in a 30-ft. cube/level.	Close	24 hr
Cloudkill	Kills 3 HD or less; 4–6 HD save or die, 6+ HD take *Con* damage. Cloud spreads in 20-ft. radius, 20 ft. high	Medium	1 min/LVL
Mage's Faithful Hound	Phantom dog can guard a location and attack intruders.	Close	Special
Major Creation	As *minor creation*, plus stone and metal. Unattended, non-magical object of nonliving matter, up to 1 cu. ft./level	Close	Special
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.	Close	Instant
Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will. One chest and up to 1 cu. ft. of goods/caster level	Special	60 days
Summon Monster V	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleport	Instantly transports you, touched objects, or other touched willing creatures as far as 100 miles per level.	Touch	Instant
Wall of Stone	Creates a stone wall that can be shaped whose area is up to one 5-ft. square/level.	Medium	Instant
Contact Other Plane	Lets you ask question of extraplanar entity.	Personal	Concentration
Prying Eyes	1d4 + 1/level floating eyes scout for you.	1 mile	1 hr/LVL
Telepathic Bond	Link lets allies communicate. You plus one willing creature per three levels, no two of which can be more than 30 ft. apart	Close	10 min/LVL
Dominate Person	Controls humanoid telepathically.	Close	1 day/LVL
Feeblemind	Subject's Int and Cha drop to 1.	Medium	Instant
Hold Monster	As *hold person*, but any creature.	Medium	1 round/LVL
Mind Fog	Subjects in fog get –10 to Wis and Will checks. Fog spreads in 20-ft. radius, 20 ft. high	Medium	Special
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	0’	Special
Cone of Cold	1d6/level cold damage in a cone-shaped burst.	60’	Instant
Interposing Hand	10-ft hand provides cover against 1 opponent.	Medium	1 round/LVL
Sending	Delivers short message anywhere, instantly.	Special	Special
Wall of Force	Wall is immune to damage. Wall whose area is up to one 10-ft. square/level	Close	1 round/LVL

Dream	Sends message to anyone sleeping.	Unlimited	Special
False Vision	Fools *scrying* with an illusion in 40-ft.-radius emanation.	Touch	1 hr/LVL
Mirage Arcana	As *hallucinatory terrain*, plus structures in one 20-ft. cube/level.	Long	2 hr/LVL
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Unlimited	Instant
Persistent Image	As *major image*, but with no concentration required. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	1 min/LVL
Seeming	Changes appearance of 1 person per 2 levels. One creature per two levels, no two of which can be more than 30 ft. apart	Close	12 hr
Shadow Evocation	Mimics evocation spell below 5th level, but only 20% real.	Special	Special
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Touch	Instant
Magic Jar	Enables possession of another creature.	Medium	1 hr/LVL
Symbol of Pain	Triggered rune wracks creatures with pain.	Special	Special
Waves of Fatigue	Several targets become fatigued in cone-shaped burst.	30’	Instant
Animal Growth	One animal doubles in size.	Medium	1 min/LVL
Baleful Polymorph	Turns subject into harmless animal.	Close	Instant
Beast Shape III	You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.	Personal	1 min/LVL
Elemental Body II	Turns you into a Medium elemental.	Personal	1 min/LVL
Fabricate	Transforms raw materials into finished items up to 10 cu. ft./level.	Close	Instant
Overland Flight	You *fly* at a speed of 40 ft. and can hustle over long distances.	Personal	1 hr/LVL
Passwall	Creates passage through wood or stone wall. 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels.	Touch	1 hr/LVL
Plant Shape I	Turns you into a Small or Medium plant.	Personal	1 min/LVL
Polymorph	Gives one willing subject into an animal, humanoid or elemental.	Touch	1 min/LVL
Telekinesis	Moves object, attacks creature, or hurls object or creature.	Long	Special
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Medium	Instant
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Medium	Instant
Permanency	Makes certain spells permanent.	Special	Instant

6th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Antimagic Field	Negates magic within 10-ft.-radius emanation, centered on you.	10’	10 min/LVL
Dispel Magic, Greater	As *dispel magic*, but with multiple targets.	Medium	Instant
Globe of Invulnerability	As *lesser globe of invulnerability*, plus 4th-level spell effects in 10-ft.-radius spherical emanation, centered on you.	10’	1 round/LVL
Guards and Wards	Array of magic effects protect up to 200 sq. ft./level.	Special	2 hr/LVL

Repulsion	Creatures can't approach you up to 10-ft.-radius/level emanation centered on you.	10' /LVL	1 round/LVL
Acid Fog	Fog deals 2d6 points of acid damage to each creature and object within it. Fog spreads in 20-ft. radius, 20 ft. high	Medium	1 round/LVL
Planar Binding	As *lesser planar binding*, but up to 12 HD.	Close	Instant
Summon Monster VI	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Wall of Iron	30 hp/four levels; can topple onto foes. Iron wall whose area is up to one 5-ft. square/level	Medium	Instant
Analyze Dweomer	Reveals magical aspects of subject. One object or creature per caster level	Close	1 round/LVL
Legend Lore	Lets you learn tales about a person, place, or thing.	Personal	Special
True Seeing	Lets you see all things as they really are.	Touch	1 min/LVL
Geas/Quest	As *lesser geas*, but affects any creature.	Close	1 day/LVL
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to *fear*; temporary hp.	Touch	10 min/LVL
Suggestion, Mass	As *suggestion*, affects 1 subject/level.	Close	1 hr/LVL
Symbol of Persuasion	Triggered rune charms creatures.	Special	Special
Chain Lightning	1d6/level damage and 1 secondary bolt/level. One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)	Long	Instant
Contingency	Sets trigger condition for another spell.	Personal	1 day/LVL
Forceful Hand	10-ft. hand pushes creatures away.	Medium	1 round/LVL
Freezing Sphere	Freezes water or deals cold damage.	Long	Special
Mislead	Turns you invisible and creates illusory double.	Close	Special
Permanent Image	Permanent illusion, includes sight, sound, smell, and thermal effects. Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Instant
Programmed Image	As *major image*, but triggered by event. Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Special
Shadow Walk	Up to one touched creature/level step into shadow to travel rapidly.	Touch	1 hr/LVL
Veil	Changes appearance of a group of creatures. One or more creatures, no two of which can be more than 30 ft. apart	Long	Concentration +1 hr/LVL
Circle of Death	Kills 1d4/level HD of living creatures within a 40-ft.-radius burst.	Medium	Instant
Create Undead	Raises ghoul, ghast, mummy, or mohrg from physical remains.	Close	Instant
Eyebite	Target becomes panicked, sickened, and comatose.	Close	1 round/LVL
Symbol of Fear	Triggered rune panics nearby creatures.	Special	Special
Undeath to Death	Destroys 1d4/level HD of undead (max. 20d4) within a 40-ft.-radius burst.	Medium	Instant
Bear's Endurance, Mass	As *bear's endurance*, affects one subject/level.	Close	1 min/LVL
Beast Shape IV	You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.	Personal	1 min/LVL
Bull's Strength, Mass	As *bull's strength*, affects 1 subject per level.	Close	1 min/LVL
Cat's Grace, Mass	As *cat's grace*, affects 1 subject/level.	Close	1 min/LVL
Control Water	Raises or lowers bodies of water in a volume of 10 ft./level by 10 ft./level by 2 ft./level.	Long	10 min/LVL
Disintegrate	Reduces one creature or object to dust.	Medium	Instant

Eagle's Splendor, Mass	As *eagle's splendor*, 1 subject/level.	Close	1 min/LVL
Elemental Body III	Turns you into a Large elemental.	Personal	1 min/LVL
Flesh to Stone	Turns subject creature into statue.	Medium	Instant
Form of the Dragon I	Turns you into a Medium dragon.	Personal	1 min/LVL
Fox's Cunning, Mass	As *fox's cunning*, affects 1 subject/ level.	Close	1 min/LVL
Mage's Lucubration	Recalls spell of 5th level or lower.	Personal	Instant
Move Earth	Digs trenches and builds hills. Dirt in an area up to 750 ft. square and up to 10 ft. deep	Long	Instant
Owl's Wisdom, Mass	As *owl's wisdom*, affects 1 subject/level.	Close	1 min/LVL
Plant Shape II	Turns you into a Large plant creature.	Personal	1 min/LVL
Stone to Flesh	Restores petrified creature. One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long	Medium	Instant
Transformation	You gain combat bonuses.	Personal	1 round/LVL

7th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Banishment	Banishes 2 HD/level of extraplanar creatures. One or more extraplanar creatures, no two of which can be more than 30 ft. apart	Close	Instant
Sequester	Subject is invisible to sight and *scrying*; renders creature comatose. One willing creature or object (up to a 2-ft. cube/level) touched	Touch	1 day/LVL
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Special
Instant Summons	Prepared object appears in your hand. One object weighing 10 lbs. or less whose longest dimension is 6 ft. or less	Special	Special
Mage's Magnificent Mansion	Door leads to extradimensional mansion up to three 10-ft. cubes/leve.	Close	2 hr/LVL
Phase Door	Creates an invisible passage through a barrier. Ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels	Touch	Special
Plane Shift	As many as eight subjects travel to another plane. Creature touched, or up to eight willing creatures joining hands	Touch	Instant
Summon Monster VII	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleport, Greater	As *teleport*, but no range limit and no off-target arrival. You and touched objects or other touched willing creature	Touch	Instant
Teleport Object	As *teleport*, but affects a touched object. One touched object of up to 50 lbs./level and 3 cu. ft./level	Touch	Instant
Arcane Sight, Greater	As *arcane sight*, but also reveals magic effects on creatures and objects.	Personal	1 min/LVL
Scrying, Greater	As *scrying*, but faster and longer.	Special	1 min/LVL
Vision	As *legend lore*, but quicker.	Personal	Special
Hold Person, Mass	As *hold person*, but all within 30 ft.	Medium	1 round/LVL
Insanity	Subject suffers continuous confusion.	Medium	Instant
Power Word Blind	Blinds creature with 200 hp or less.	Close	Special
Symbol of Stunning	Triggered rune stuns creatures.	Special	Special
Delayed Blast Fireball	1d6/level fire damage 20-ft.-radius spread; you can postpone blast for up to 5 rounds.	Long	5 rounds or less
Forcecage	Cube or cage of force imprisons all inside. Barred	Close	1 round/LVL

	cage (20-ft. cube) or windowless cell (10-ft. cube)		
Grasping Hand	10-ft. hand provides cover, pushes, or grapples.	Medium	1 round/LVL
Mage's Sword	Floating magic blade strikes opponents.	Close	1 round/LVL
Prismatic Spray	Rays hit subjects with variety of effects in cone-shaped burst.	60’	Instant
Invisibility, Mass	As *invisibility*, but affects all in range. You or a creature or object weighing no more than 100 lbs./level	Touch	1 min/LVL
Project Image	Illusory double can talk and cast spells.	Medium	1 round/LVL
Shadow Conjuration, Greater	As *shadow conjuration*, but up to 6th level and 60% real.	Special	Special
Simulacrum	Creates partially real double of a creature.	0’	Instant
Control Undead	Undead don't attack you while under your command. Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart	Close	1 min/LVL
Finger of Death	Deals 10 damage/level to one subject.	Close	Instant
Symbol of Weakness	Triggered rune weakens creatures.	Special	Special
Waves of Exhaustion	Several targets become exhausted in cone-shaped burst.	60’	Instant
Control Weather	Changes weather in 2-mile-radius circle, centered on you.	2 mile	4d12 hr
Elemental Body IV	Turns you into a Huge elemental.	Personal	1 min/LVL
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/LVL
Form of the Dragon II	Turns you into a Large dragon.	Personal	1 min/LVL
Giant Form I	Turns you into a Large giant.	Personal	1 min/LVL
Plant Shape III	Turns you into a Huge plant.	Personal	1 min/LVL
Polymorph, Greater	Turns one willing subject into an animal, humanoid or elemental, more powerful form.	Touch	1 min/LVL
Reverse Gravity	Objects and creatures fall upward. Up to one 10-ft. cube/level	Medium	1 round/LVL
Statue	Subject can become a statue at will.	Touch	1 hr/LVL
Limited Wish	Alters reality **(within limits).**	Special	Special

8th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dimensional Lock	Teleportation and interplanar travel blocked for 1 day/level. 20-ft.-radius emanation centered on a point in space	Medium	1 day/LVL
Mind Blank	Subject is protected from mental/emotional magic and *scrying*.	Close	24 hr
Prismatic Wall	Wall's colors have array of effects. Wall 4 ft./level wide, 2 ft./level high	Close	10 min/LVL
Protection from Spells	Confers +8 resistance bonus. Up to one creature touched per four levels	Touch	10 min/LVL
Incendiary Cloud	Cloud deals 6d6 fire damage/round. Cloud spreads in 20-ft. radius, 20 ft. high	Medium	1 round/LVL
Maze	Traps subject in extradimensional maze.	Close	Special
Planar Binding, Greater	As *lesser planar binding*, but up to 18 HD.	Close	Instant
Summon Monster VIII	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Trap the Soul	Imprisons subject within gem.	Close	Instant

Discern Location	Reveals exact location of creature or object.	Unlimited	Instant
Moment of Prescience	You gain +1/level insight bonus on single attack roll, check, or save.	Personal	1 hour/LVL
Prying Eyes, Greater	As *prying eyes*, but eyes have *true seeing*.	1 mile	1 hr/LVL
Antipathy	Object or location (up to a 10-ft. cube/level) affected by spell repels certain creatures.	Close	2 hr/LVL
Binding	Utilizes an array of techniques to imprison a creature.	Close	Special
Charm Monster, Mass	As *charm monster*, but all within 30 ft. One or more creatures, no two of which can be more than 30 ft. apart	Close	1 day/LVL
Demand	As *sending*, plus you can send *suggestion*.	Special	Special
Irresistible Dance	Forces subject to dance.	Touch	1d4+1 rounds
Power Word Stun	Stuns creature with 150 hp or less.	Close	Special
Symbol of Insanity	Triggered rune renders nearby creatures insane.	Special	Special
Sympathy	Object or location one location (up to a 10-ft. cube/level) or one object attracts certain creatures.	Close	2 hr/LVL
Clenched Fist	Large 10-ft. hand provides cover, pushes, or attacks your foes.	Medium	1 round/LVL
Polar Ray	Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.	Medium	Instant
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures in cone-shaped burst.	30’	Instant
Sunburst	Blinds all within 10 ft., deals 6d6 damage in 80-ft.-radius burst.	Long	Instant
Telekinetic Sphere	As *resilient sphere*, but you move the sphere telekinetically. 1-ft.-diameter/level sphere, centered around creatures or objects.	Close	1 min/LVL
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious. Colorful lights in a 20-ft.-radius spread	Close	Concentration +2 rounds
Screen	Illusion hides 30-ft. cube/level area from vision and *scrying*.	Close	24 hr
Shadow Evocation, Greater	As *shadow evocation*, but up to 7th level and 60% real.	Special	Special
Clone	Duplicate awakens when original dies.	0’	Instant
Create Greater Undead	Creates shadows, wraiths, spectres, or devourers.	Close	Instant
Horrid Wilting	Deals 1d6/level damage within 30 ft. Living creatures, no two of which can be more than 60 ft. apart.	Long	Instant
Symbol of Death	Triggered rune kills nearby creatures.	Special	Special
Form of the Dragon III	Turns you into a Huge dragon.	Personal	1 min/LVL
Giant Form II	Turns you into a Huge giant.	Personal	1 min/LVL
Iron Body	Your body becomes living iron.	Personal	1 min/LVL
Polymorph Any Object	Changes a subject into anything else. One creature, or one non-magical object of up to 100 cu. ft./level	Close	Special
Temporal Stasis	Puts subject into suspended animation.	Touch	Instant

9th Level Sorcerer Spells

SPELL NAME	EFFECT	RANGE	DURATION
Freedom	Releases creature from *imprisonment*.	Close	Instant
Imprisonment	Entombs subject beneath the earth.	Touch	Instant
Prismatic Sphere	As *prismatic wall*, but surrounds on all sides. 10-ft.-	10’	10 min/LVL

	radius sphere centered on you		
Gate	Connects two planes for travel or summoning.	Medium	Special
Refuge	Alters item to transport its possessor to your abode.	Touch	Instant
Summon Monster IX	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleportation Circle	Teleports creatures inside circle. 5-ft.-radius circle that teleports those who activate it.	0’	10 min/LVL
Foresight	“Sixth sense” warns of impending danger.	Touch	10 min/LVL
Dominate Monster	As *dominate person*, but any creature.	Close	1 day/LVL
Hold Monster, Mass	As *hold monster*, but all within 30 ft.	Medium	1 round/LVL
Power Word Kill	Kills one creature with 100 hp or less.	Close	Instant
Crushing Hand	Large 10-ft. hand provides cover, pushes, or crushes your foes.	Medium	1 round/LVL
Meteor Swarm	Four exploding spheres each deal 6d6 fire damage in four 40-ft.-radius spreads.	Long	Instant
Shades	As *shadow conjuration*, but up to 8th level and 80% real.	Special	Special
Weird	As *phantasmal killer*, but affects all within 30 ft. Any number of creatures, no two of which can be more than 30 ft. apart	Medium	Instant
Astral Projection	Projects you and one additional willing creature touched per two caster levels onto Astral Plane.	Touch	Special
Energy Drain	Subject gains 2d4 negative levels.	Close	Instant
Soul Bind	Traps newly dead soul to prevent *resurrection*.	Close	Instant
Wail of the Banshee	Deals 10 damage/level to 1 creature/level. One living creature/level within a 40-ft.-radius spread	Close	Instant
Etherealness	Travel to Ethereal Plane with one other touched creature per three levels.	Touch	1 min/LVL
Shapechange	Transforms you into certain creatures, and lets you change forms once per round.	Personal	10 min/LVL
Time Stop	You act freely for 1d4+1 rounds.	Personal	1d4+1 rounds
Wish	As *limited wish*, but with fewer limits.	Special	Special

Wizard

History: Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

Description: Wizards wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.

Class Features:

- **Arcane Magic:** (LVL 1) Wizards can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.

- **Esoteric Object:** (LVL 1) Begin play with one of the following masterwork items: amulet, ring, staff, wand, or weapon. If this object is lost or destroyed the wizard may obtain a new masterwork item to replace it but it takes 1 week to form a new bond. Once per day this object can be used to cast a spell which costs 0 HP but is otherwise cast the same way as if the wizard itself had cast it.

- **Focus Casting:** (LVL 1) A wizard must have some object to focus upon in order to cast a spell. Either their esoteric object must be equipped or their spell book held.

- **Study of Magic:** (LVL 1) Wizards are able to harness the power of magic through devoted study of the arcane arts. Their magical knowledge is recorded in a book of spells. A wizard spends time every day studying magic in some form. This could be reviewing their spell book, learning from someone, researching arcane lore, watching ritualistic performances, trying a new incantation or some other form of study.

Wizard Spells

0 Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Resistance	Subject gains +1 on saving throws.	Touch	1 min
Acid Splash	One orb missile of acid deals 1d3 acid damage.	Close	Instant
Detect Magic	Detects all spells and magic items within 60 ft cone-shaped emanation.	60'	Concentration
Detect Poison	Detects poison in one creature, small object, or 5-ft. cube.	Close	Instant
Read Magic	Read *scrolls* and spellbooks.	Personal	10 min
Daze	A single humanoid creature with 4 HD or less loses its next action.	Close	1 round
Dancing Lights	Creates torches or other lights. Up to four lights, all within a 10-ft.-radius area.	Medium	1 min
Flare	Dazzles one creature (–1 on attack rolls).	Close	Instant
Light	Object shines like a torch.	Touch	10 min/LVL
Ray of Frost	Ray deals 1d3 cold damage.	Close	Instant
Ghost Sound	Figment sounds.	Close	1 round/LVL
Bleed	Cause a stabilized creature to resume dying.	Close	Instant
Disrupt Undead	Deals 1d6 damage to one undead.	Close	Instant
Touch of Fatigue	Touch attack fatigues target.	Touch	1 round/LVL

Mage Hand	5-pound *telekinesis*. One non-magical, unattended object weighing up to 5 lbs.	Close	Concentration
Mending	Makes minor repairs on an object. One object of up to 1 lb./level	10'	Instant
Message	Whisper conversation at distance to one creature/LVL.	Medium	10 min/LVL
Open/Close	Opens or closes small or light object weighing up to 30 lbs. or portal that can be opened or closed	Close	Instant

1st Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Alarm	Wards an area for 2 hours/level. In 20-ft.-radius emanation centered on a point in space.	Close	2 hr/LVL
Endure Elements	Exist comfortably in hot or cold regions.	Touch	24 hr
Hold Portal	Holds shut one portal, up to 20 sq. ft./level.	Medium	1 min/LVL
Prot. from Chaos/Evil/Good/Law	+2 to AC and saves, plus additional protection against selected alignment.	Touch	1 min/LVL
Shield	Invisible disc gives +4 to AC, blocks *magic missiles*.	Personal	1 min/LVL
Grease	Makes 10-ft. square or one object slippery.	Close	1 min/LVL
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hr/LVL
Mount	Summons riding horse for 2 hours/level.	Close	2 hr/LVL
Obscuring Mist	Fog surrounds you; a cloud spreads in 20-ft. radius from you, 20 ft. high.	20'	1 min/lLVL
Summon Monster I	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Unseen Servant	Invisible one invisible, mindless, shapeless servant obeys your commands.	Close	1 hr/LVL
Comprehend Languages	You understand all spoken and written languages.	Personal	10 min/LVL
Detect Secret Doors	Reveals hidden doors within 60 ft cone-shaped emanation.	60'	Concentration
Detect Undead	Reveals undead within 60 ft cone-shaped emanation.	60'	Concentration
Identify	Gives +10 bonus to identify magic items.	60'	3 rounds/LVL
True Strike	+20 on your next attack roll.	Personal	Special
Charm Person	Makes one humanoid creature your friend.	Close	1 hr/LVL
Hypnotism	Fascinates 2d4 HD of creatures; no two of which may be more than 30 ft. apart.	Close	2d4 hr
Sleep	Puts 4 HD of creatures within a 10-ft.-radius burst into magical slumber.	Medium	1 min/LVL
Burning Hands	1d4/level fire damage (max 5d4) in cone-shaped burst.	15'	Instant
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.	Close	1 hr/LVL
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5); no two of which can be more than 15 ft. apart.	Medium	Instant
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).	Touch	Instant
Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures in cone-shaped burst.	15'	Instant
Disguise Self	Changes your appearance.	Personal	10 min/LVL
Magic Aura	Alters object's *magic aura* of one touched object weighing up to 5 lbs./level.	Touch	1 day/LVL
Silent Image	Creates minor illusion of your design. Visual figment	Long	Concentration

	that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level		
Ventriloquism	Throws voice for 1 min./level.	Close	1 min/LVL
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	Close	1d4 rounds
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	Touch	Instant
Ray of Enfeeblement	Ray causes 1d6 Str penalty + 1 per 2 levels.	Close	1 round/LVL
Animate Rope	Makes a rope move at your command. One rope-like object, length up to 50 ft. + 5 ft./level	Medium	1 round/LVL
Enlarge Person	Humanoid creature doubles in size.	Close	1 min/LVL
Expeditious Retreat	Your base speed increases by 30 ft.	Personal	1 min/LVL
Feather Fall	Objects or creatures fall slowly. One Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart.	Close	1 round/LVL
Jump	Subject gets bonus on Acrobatics checks.	Touch	1 min/LVL
Magic Weapon	Weapon gains +1 bonus.	Touch	1 min/LVL
Reduce Person	Humanoid creature halves in size.	Close	1 min/LVL

2nd Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Arcane Lock	Magically locks a portal or chest. Door, chest, or portal touched, up to 30 sq. ft./level in size	Touch	Instant
Obscure Object	Masks object against *scrying* up to 100 lbs./level.	Touch	8 hr
Protection from Arrows	Subject gains DR 10/magic against ranged attacks.	Touch	1 hr/LVL
Resist Energy	Ignores first 10 (or more) points of damage per attack from specified energy type.	Touch	10 min/LVL
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.	Long	1 round/LVL +1
Fog Cloud	Fog obscures vision in 20-ft. radius.	Medium	10 min/LVL
Glitterdust	Blinds creatures, outlines invisible creatures within 10-ft.-radius spread.	Medium	1 round/LVL
Summon Swarm	Summons swarm of bats, rats, or spiders.	Close	Concentration +2
Web	Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.	Medium	10 min/LVL
Detect Thoughts	Allows "listening" to surface thoughts.	60'	Concentration
Locate Object	Senses direction toward object (specific or type). Circle, centered on you, with a radius of 400 ft. + 40 ft./level	Long	1 min/LVL
See Invisibility	Reveals invisible creatures or objects.	Personal	10 min/LVL
Daze Monster	Living creature of 6 HD or less loses its next action.	Medium	1 round
Hideous Laughter	Subject loses actions for 1 round/level.	Close	1 round/LVL
Touch of Idiocy	Subject takes 1d6 penalty to Int, Wis, and Cha.	Touch	10 min/LVL
Continual Flame	Makes a permanent, heatless light.	Touch	Instant
Darkness	20-ft. radius of supernatural shadow.	Touch	1 min/LVL
Flaming Sphere	Rolling 5-ft.-diameter sphere of fire deals 3d6 fire damage.	Medium	1 round/LVL
Gust of Wind	Blows away or knocks down smaller creatures. Line-shaped gust of severe wind emanating out from you to the extreme of the range	60'	1 round
Scorching Ray	Ranged touch attack deals 4d6 fire damage, + 1	Close	Instant

	ray/four levels (max 3).		
Shatter	Sonic energy damages objects in 5-ft.-radius spread; or one solid object or one crystalline creature.	Close	Instant
Blur	Attacks miss subject 20% of the time.	Touch	1 min/LVL
Hypnotic Pattern	Fascinates 2d4 + level HD of creatures with colorful lights in a 10-ft.-radius spread.	Medium	Concentration +2
Invisibility	You or a creature or object weighing no more than 100 lbs./level is invisible for 1 min./level or until it attacks.	Touch	1 min/LVL
Magic Mouth	Object speaks once when triggered.	Close	Instant
Minor Image	As *silent image*, plus some sound.	Long	Concentration +2
Mirror Image	Creates decoy duplicates of you.	Personal	1 min/LVL
Misdirection	Misleads divinations for 1 creature or object. One creature or object, up to a 10-ft. cube in size	Close	1 hr/LVL
Phantom Trap	Makes item seem trapped.	Touch	Instant
Blindness/Deafness	Makes subject blinded or deafened.	Medium	Instant
False Life	Gain 1d10 temporary hp + 1/level (max +10).	Personal	1 hour/LVL
Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.	Touch	1d6+2 rounds
Scare	Frightens creatures of less than 6 HD. One living creature per three levels, no two of which can be more than 30 ft. apart	Medium	1 round/LVL
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.	Medium	1 min/LVL
Alter Self	Assume form of a Small or Medium humanoid.	Personal	1 min/LVL
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	Touch	1 min/LVL
Bull's Strength	Subject gains +4 to Str for 1 min./level.	Touch	1 min/LVL
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	Touch	1 min/LVL
Darkvision	See 60 ft. in total darkness.	Touch	1 hr/LVL
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	Touch	1 min/LVL
Fox's Cunning	Subject gains +4 to Int for 1 min./level.	Touch	1 min/LVL
Knock	Opens locked or magically sealed door. One door, box, or chest with an area of up to 10 sq. ft./level	Medium	Instant
Levitate	Subject moves up and down at your direction. You or one willing creature or one object (total weight up to 100 lbs./level)	Personal	1 min/LVL
Make Whole	Repairs an object. One object of up to 10 cu. ft./level or one construct creature of any size	Close	Instant
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	Touch	1 min/LVL
Pyrotechnics	Turns fire into blinding light or thick smoke. Oe fire source, up to a 20-ft. cube	Long	1d4 +1 rounds
Rope Trick	As many as eight creatures hide in extradimensional space. Oe touched piece of rope from 5 ft. to 30 ft. long	Touch	1 hour/LVL
Spider Climb	Grants ability to walk on walls and ceilings.	Touch	10 min/LVL
Whispering Wind	Sends a short message 1 mile/level in 10-ft.-radius spread	1 mile	1 hr/LVL

3rd Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dispel Magic	Cancels one magical spell or effect.	Medium	Instant

Explosive Runes	Deals 6d6 damage when read. Oe touched object weighing no more than 10 lbs.	Touch	Instant
Magic Circle against Chaos/Evil/Good/Law	As protection spells, but 10-ft. radius and 10 min./level.	Touch	10 min/LVL
Nondetection	Hides subject from divination, *scrying*.	Touch	1 hr/LVL
Protection from Energy	Absorbs 12 points/level of damage from one kind of energy.	Touch	10 min/LVL
Phantom Steed	Magic horse appears for 1 hour/level. On quasi-real, horse-like creature	0’	1 hr/LVL
Sepia Snake Sigil	Creates text symbol that immobilizes reader. Oe touched book or written work	Touch	Instant
Sleet Storm	Hampers vision and movement in a cylinder (40-ft. radius, 20 ft. high).	Long	1 hr/LVL
Stinking Cloud	Nauseating vapors, 1 round/level in a cloud spread in 20-ft. radius, 20 ft. high.	Medium	1 round/LVL
Summon Monster III	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Arcane Sight	Magical auras become visible to you.	Personal	1 min/LVL
Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.	Long	1 min/LVL
Tongues	Speak and understand any language.	Touch	10 min/LVL
Deep Slumber	Puts 10 HD of creatures to *sleep*.	Close	1 min/LVL
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	Touch	10 min/LVL
Hold Person	Paralyzes one humanoid for 1 round/level.	Medium	1 round/LVL
Rage	Gives +2 to Str and Con, +1 on Will saves, –2 to AC. One willing living creature per three levels, no two of which may be more than 30 ft. apart	Medium	Concentration +1 round/LVL
Suggestion	Compels a subject to follow stated course of action.	Close	1 hr/LVL
Daylight	60-ft. radius of bright light.	Touch	10 min/LVL
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instant
Lightning Bolt	Electricity deals 1d6/level damage in a 120-ft. line.	120’	Instant
Tiny Hut	Creates shelter for 10 creatures in 20-ft.-radius sphere centered on your location.	20’	2 hr/LVL
Wind Wall	Deflects arrows, smaller creatures, and gases. Wall up to 10 ft./level long and 5 ft./level high	Medium	1 round/LVL
Displacement	Attacks miss subject 50% of the time.	Touch	1 round/LVL
Illusory Script	Only select creatures can read text. One touched object weighing no more than 10 lbs.	Touch	1 day/LVL
Invisibility Sphere	Makes everyone within 10 ft. invisible.	Touch	1 min/LVL
Major Image	As *silent image*, plus sound, smell and thermal effects. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	Concentration +3 round/LVL
Gentle Repose	Preserves one corpse.	Touch	1 day/LVL
Halt Undead	Immobilizes undead for 1 round/level up to three undead creatures, no two of which can be more than 30 ft. apart.	Medium	1 round/LVL
Ray of Exhaustion	Ray makes subject exhausted.	Close	1 min/LVL
Vampiric Touch	Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Touch	1 hr
Beast Shape I	You take the form and some of the powers of a Small or Medium animal.	Personal	1 min/LVL
Blink	You randomly vanish and reappear for 1 round per level.	Personal	1 round/LVL

Flame Arrow	Arrows deal +1d6 fire damage. Transmute fifty projectiles, all of which must be together at the time of casting	Close	10 min/LVL
Fly	Subject flies at speed of 60 ft.	Touch	1 min/LVL
Gaseous Form	Subject becomes insubstantial and can fly slowly.	Touch	2 min/LVL
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves. One creature/level, no two of which can be more than 30 ft. apart	Close	1 round/LVL
Keen Edge	Doubles normal weapon's threat range. One weapon or 50 projectiles, all of which must be together at the time of casting	Close	10 min/LVL
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5).	Touch	1 min/LVL
Secret Page	Changes one page to hide its real content. Page touched, up to 3 sq. ft. in size	Touch	Instant
Shrink Item	Object shrinks to one-sixteenth size. One touched object of up to 2 cu. ft./level	Touch	1 day/LVL
Slow	One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls. One creature/level, no two of which can be more than 30 ft. apart	Close	1 round/LVL
Water Breathing	Subjects can breathe underwater.	Touch	2 hr/LVL

4th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dimensional Anchor	Bars extradimensional movement.	Medium	1 min/LVL
Fire Trap	Opened object deals 1d4 damage + 1/level.	Touch	Instant
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects in a 10-ft.-radius spherical emanation, centered on you.	10’	1 round/LVL
Remove Curse	Frees object or person from curse.	Touch	Instant
Stoneskin	Grants DR 10/adamantine.	Touch	10 min/LVL
Black Tentacles	Tentacles grapple all creatures within a 20-ft. spread.	Medium	1 round/LVL
Dimension Door	Teleports you and touched objects or other touched willing creatures a short distance.	Long	Instant
Minor Creation	Creates one cloth or wood object. Unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./level	0’	1 hr/LVL
Secure Shelter	Creates sturdy 20-ft.-square structure cottage.	Close	2 hr/LVL
Solid Fog	Blocks vision and slows movement. Fog spreads in 20-ft. radius	Medium	1 min/LVL
Summon Monster IV	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Arcane Eye	Invisible floating eye moves 30 ft./round.	Unlimited	1 min/LVL
Detect Scrying	Alerts you to magical eavesdropping in 40-ft.-radius emanation centered on you.	40’	24 hr
Locate Creature	Indicates direction to familiar creature in a circle, centered on you, with a radius of 400 ft. + 40 ft./level.	Long	10 min/LVL
Scrying	Spies on subject from a distance.	Special	1 min/LVL
Charm Monster	Makes monster believe it is your ally.	Close	1 day/LVL
Confusion	All creatures in a 15-ft.-radius burst behave oddly for 1 round/level.	Medium	1 round/LVL
Crushing Despair	Subjects in a cone-shaped burst take –2 on attack rolls, damage rolls, saves, and checks.	30’	1 min/LVL

Geas, Lesser	Commands subject of 7 HD or less.	Close	1 day/LVL
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.	Personal	1 round/LVL
Ice Storm	Hail deals 5d6 damage in a cylinder (20-ft. radius, 40 ft. high).	Long	1 round/LVL
Resilient Sphere	Force globe protects but traps one subject in a 1-ft.-diameter/level sphere, centered around a creature.	Close	1 min/LVL
Shout	Deafens all within cone and deals 5d6 sonic damage in a cone-shaped burst.	30’	Instant
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level. Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high	Medium	Concentration +1 round/LVL
Wall of Ice	Ice plane creates wall or hemisphere creates dome. Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level	Medium	1 min/LVL
Hallucinatory Terrain	Makes one type of terrain appear like another (field as forest, or the like) in one 30-ft. cube/level.	Long	2 hr/LVL
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through that is 1 ft. by 10 ft. by 10 ft.	Close	Instant
Invisibility, Greater	As *invisibility*, but subject can attack and stay invisible.	Touch	1 min/LVL
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.	Medium	Instant
Rainbow Pattern	Lights fascinate 24 HD of creatures with colorful lights in a 20-ft.-radius spread.	Medium	Concentration +1 round/LVL
Shadow Conjuration	Mimics conjuration spell below 4th level, but only 20% real.	Special	Special
Animate Dead	Creates undead skeletons and zombies out of corpses.	Touch	Instant
Bestow Curse	–6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Touch	Instant
Contagion	Infects subject with chosen disease.	Touch	Instant
Enervation	Subject gains 1d4 negative levels.	Close	Instant
Fear	Subjects within cone-shaped burst flee for 1 round/level.	30’	1 round/LVL
Beast Shape II	You take the form and some of the powers of a Tiny or Large animal.	Personal	1 min/LVL
Elemental Body I	Turns you into a Small elemental.	Personal	1 min/LVL
Enlarge Person, Mass	1 humanoid creature/level doubles in size.	Close	1 min/LVL
Mnemonic Enhancer	Prepare extra spells or retain one just cast.	Personal	Instant
Reduce Person, Mass	As *reduce person*, but affects 1 humanoid creature/level.	Close	1 min/LVL
Stone Shape	Sculpts stone into any shape. Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level	Touch	Instant

5th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Break Enchantment	Frees subjects from enchantments, transmutations, and curses. Up to one creature per level, all within 30 ft. of each other	Close	Instant

Dismissal	Forces a creature to return to its native plane.	Close	Instant
Mage's Private Sanctum	Prevents anyone from viewing or *scrying* an area for 24 hours in a 30-ft. cube/level.	Close	24 hr
Cloudkill	Kills 3 HD or less; 4–6 HD save or die, 6+ HD take *Con* damage. Cloud spreads in 20-ft. radius, 20 ft. high	Medium	1 min/LVL
Mage's Faithful Hound	Phantom dog can guard a location and attack intruders.	Close	Special
Major Creation	As *minor creation*, plus stone and metal. Unattended, non-magical object of nonliving matter, up to 1 cu. ft./level	Close	Special
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.	Close	Instant
Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will. One chest and up to 1 cu. ft. of goods/caster level	Special	60 days
Summon Monster V	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleport	Instantly transports you, touched objects, or other touched willing creatures as far as 100 miles per level.	Touch	Instant
Wall of Stone	Creates a stone wall that can be shaped whose area is up to one 5-ft. square/level.	Medium	Instant
Contact Other Plane	Lets you ask question of extraplanar entity.	Personal	Concentration
Prying Eyes	1d4 + 1/level floating eyes scout for you.	1 mile	1 hr/LVL
Telepathic Bond	Link lets allies communicate. You plus one willing creature per three levels, no two of which can be more than 30 ft. apart	Close	10 min/LVL
Dominate Person	Controls humanoid telepathically.	Close	1 day/LVL
Feeblemind	Subject's Int and Cha drop to 1.	Medium	Instant
Hold Monster	As *hold person*, but any creature.	Medium	1 round/LVL
Mind Fog	Subjects in fog get –10 to Wis and Will checks. Fog spreads in 20-ft. radius, 20 ft. high	Medium	Special
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	0’	Special
Cone of Cold	1d6/level cold damage in a cone-shaped burst.	60’	Instant
Interposing Hand	10-ft hand provides cover against 1 opponent.	Medium	1 round/LVL
Sending	Delivers short message anywhere, instantly.	Special	Special
Wall of Force	Wall is immune to damage. Wall whose area is up to one 10-ft. square/level	Close	1 round/LVL
Dream	Sends message to anyone sleeping.	Unlimited	Special
False Vision	Fools *scrying* with an illusion in 40-ft.-radius emanation.	Touch	1 hr/LVL
Mirage Arcana	As *hallucinatory terrain*, plus structures in one 20-ft. cube/level.	Long	2 hr/LVL
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Unlimited	Instant
Persistent Image	As *major image*, but with no concentration required. Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	Long	1 min/LVL
Seeming	Changes appearance of 1 person per 2 levels. One creature per two levels, no two of which can be more than 30 ft. apart	Close	12 hr
Shadow Evocation	Mimics evocation spell below 5th level, but only 20%	Special	Special

	real.		
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Touch	Instant
Magic Jar	Enables possession of another creature.	Medium	1 hr/LVL
Symbol of Pain	Triggered rune wracks creatures with pain.	Special	Special
Waves of Fatigue	Several targets become fatigued in cone-shaped burst.	30’	Instant
Animal Growth	One animal doubles in size.	Medium	1 min/LVL
Baleful Polymorph	Turns subject into harmless animal.	Close	Instant
Beast Shape III	You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.	Personal	1 min/LVL
Elemental Body II	Turns you into a Medium elemental.	Personal	1 min/LVL
Fabricate	Transforms raw materials into finished items up to 10 cu. ft./level.	Close	Instant
Overland Flight	You *fly* at a speed of 40 ft. and can hustle over long distances.	Personal	1 hr/LVL
Passwall	Creates passage through wood or stone wall. 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels.	Touch	1 hr/LVL
Plant Shape I	Turns you into a Small or Medium plant.	Personal	1 min/LVL
Polymorph	Gives one willing subject into an animal, humanoid or elemental.	Touch	1 min/LVL
Telekinesis	Moves object, attacks creature, or hurls object or creature.	Long	Special
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Medium	Instant
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Medium	Instant
Permanency	Makes certain spells permanent.	Special	Instant

6th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Antimagic Field	Negates magic within 10-ft.-radius emanation, centered on you.	10’	10 min/LVL
Dispel Magic, Greater	As *dispel magic*, but with multiple targets.	Medium	Instant
Globe of Invulnerability	As *lesser globe of invulnerability*, plus 4th-level spell effects in 10-ft.-radius spherical emanation, centered on you.	10’	1 round/LVL
Guards and Wards	Array of magic effects protect up to 200 sq. ft./level.	Special	2 hr/LVL
Repulsion	Creatures can't approach you up to 10-ft.-radius/level emanation centered on you.	10’ /LVL	1 round/LVL
Acid Fog	Fog deals 2d6 points of acid damage to each creature and object within it. Fog spreads in 20-ft. radius, 20 ft. high	Medium	1 round/LVL
Planar Binding	As *lesser planar binding*, but up to 12 HD.	Close	Instant
Summon Monster VI	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Wall of Iron	30 hp/four levels; can topple onto foes. Iron wall whose area is up to one 5-ft. square/level	Medium	Instant
Analyze Dweomer	Reveals magical aspects of subject. One object or creature per caster level	Close	1 round/LVL
Legend Lore	Lets you learn tales about a person, place, or thing.	Personal	Special
True Seeing	Lets you see all things as they really are.	Touch	1 min/LVL

Geas/Quest	As *lesser geas*, but affects any creature.	Close	1 day/LVL
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to *fear*; temporary hp.	Touch	10 min/LVL
Suggestion, Mass	As *suggestion*, affects 1 subject/level.	Close	1 hr/LVL
Symbol of Persuasion	Triggered rune charms creatures.	Special	Special
Chain Lightning	1d6/level damage and 1 secondary bolt/level. One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)	Long	Instant
Contingency	Sets trigger condition for another spell.	Personal	1 day/LVL
Forceful Hand	10-ft. hand pushes creatures away.	Medium	1 round/LVL
Freezing Sphere	Freezes water or deals cold damage.	Long	Special
Mislead	Turns you invisible and creates illusory double.	Close	Special
Permanent Image	Permanent illusion, includes sight, sound, smell, and thermal effects. Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Instant
Programmed Image	As *major image*, but triggered by event. Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level	Long	Special
Shadow Walk	Up to one touched creature/level step into shadow to travel rapidly.	Touch	1 hr/LVL
Veil	Changes appearance of a group of creatures. One or more creatures, no two of which can be more than 30 ft. apart	Long	Concentration +1 hr/LVL
Circle of Death	Kills 1d4/level HD of living creatures within a 40-ft.-radius burst.	Medium	Instant
Create Undead	Raises ghoul, ghast, mummy, or mohrg from physical remains.	Close	Instant
Eyebite	Target becomes panicked, sickened, and comatose.	Close	1 round/LVL
Symbol of Fear	Triggered rune panics nearby creatures.	Special	Special
Undeath to Death	Destroys 1d4/level HD of undead (max. 20d4) within a 40-ft.-radius burst.	Medium	Instant
Bear's Endurance, Mass	As *bear's endurance*, affects one subject/level.	Close	1 min/LVL
Beast Shape IV	You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.	Personal	1 min/LVL
Bull's Strength, Mass	As *bull's strength*, affects 1 subject per level.	Close	1 min/LVL
Cat's Grace, Mass	As *cat's grace*, affects 1 subject/level.	Close	1 min/LVL
Control Water	Raises or lowers bodies of water in a volume of 10 ft./level by 10 ft./level by 2 ft./level.	Long	10 min/LVL
Disintegrate	Reduces one creature or object to dust.	Medium	Instant
Eagle's Splendor, Mass	As *eagle's splendor*, 1 subject/level.	Close	1 min/LVL
Elemental Body III	Turns you into a Large elemental.	Personal	1 min/LVL
Flesh to Stone	Turns subject creature into statue.	Medium	Instant
Form of the Dragon I	Turns you into a Medium dragon.	Personal	1 min/LVL
Fox's Cunning, Mass	As *fox's cunning*, affects 1 subject/ level.	Close	1 min/LVL
Mage's Lucubration	Recalls spell of 5th level or lower.	Personal	Instant
Move Earth	Digs trenches and builds hills. Dirt in an area up to 750 ft. square and up to 10 ft. deep	Long	Instant
Owl's Wisdom, Mass	As *owl's wisdom*, affects 1 subject/level.	Close	1 min/LVL
Plant Shape II	Turns you into a Large plant creature.	Personal	1 min/LVL
Stone to Flesh	Restores petrified creature. One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and	Medium	Instant

	up to 10 ft. long		
Transformation	You gain combat bonuses.	Personal	1 round/LVL

7th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Banishment	Banishes 2 HD/level of extraplanar creatures. One or more extraplanar creatures, no two of which can be more than 30 ft. apart	Close	Instant
Sequester	Subject is invisible to sight and *scrying*; renders creature comatose. One willing creature or object (up to a 2-ft. cube/level) touched	Touch	1 day/LVL
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Special
Instant Summons	Prepared object appears in your hand. One object weighing 10 lbs. or less whose longest dimension is 6 ft. or less	Special	Special
Mage's Magnificent Mansion	Door leads to extradimensional mansion up to three 10-ft. cubes/leve.	Close	2 hr/LVL
Phase Door	Creates an invisible passage through a barrier. Ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels	Touch	Special
Plane Shift	As many as eight subjects travel to another plane. Creature touched, or up to eight willing creatures joining hands	Touch	Instant
Summon Monster VII	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleport, Greater	As *teleport*, but no range limit and no off-target arrival. You and touched objects or other touched willing creature	Touch	Instant
Teleport Object	As *teleport*, but affects a touched object. One touched object of up to 50 lbs./level and 3 cu. ft./level	Touch	Instant
Arcane Sight, Greater	As *arcane sight*, but also reveals magic effects on creatures and objects.	Personal	1 min/LVL
Scrying, Greater	As *scrying*, but faster and longer.	Special	1 min/LVL
Vision	As *legend lore*, but quicker.	Personal	Special
Hold Person, Mass	As *hold person*, but all within 30 ft.	Medium	1 round/LVL
Insanity	Subject suffers continuous confusion.	Medium	Instant
Power Word Blind	Blinds creature with 200 hp or less.	Close	Special
Symbol of Stunning	Triggered rune stuns creatures.	Special	Special
Delayed Blast Fireball	1d6/level fire damage 20-ft.-radius spread; you can postpone blast for up to 5 rounds.	Long	5 rounds or less
Forcecage	Cube or cage of force imprisons all inside. Barred cage (20-ft. cube) or windowless cell (10-ft. cube)	Close	1 round/LVL
Grasping Hand	10-ft. hand provides cover, pushes, or grapples.	Medium	1 round/LVL
Mage's Sword	Floating magic blade strikes opponents.	Close	1 round/LVL
Prismatic Spray	Rays hit subjects with variety of effects in cone-shaped burst.	60’	Instant
Invisibility, Mass	As *invisibility*, but affects all in range. You or a creature or object weighing no more than 100 lbs./level	Touch	1 min/LVL
Project Image	Illusory double can talk and cast spells.	Medium	1 round/LVL
Shadow Conjuration, Greater	As *shadow conjuration*, but up to 6th level and 60% real.	Special	Special
Simulacrum	Creates partially real double of a creature.	0’	Instant

Control Undead	Undead don't attack you while under your command. Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart	Close	1 min/LVL
Finger of Death	Deals 10 damage/level to one subject.	Close	Instant
Symbol of Weakness	Triggered rune weakens creatures.	Special	Special
Waves of Exhaustion	Several targets become exhausted in cone-shaped burst.	60’	Instant
Control Weather	Changes weather in 2-mile-radius circle, centered on you.	2 mile	4d12 hr
Elemental Body IV	Turns you into a Huge elemental.	Personal	1 min/LVL
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/LVL
Form of the Dragon II	Turns you into a Large dragon.	Personal	1 min/LVL
Giant Form I	Turns you into a Large giant.	Personal	1 min/LVL
Plant Shape III	Turns you into a Huge plant.	Personal	1 min/LVL
Polymorph, Greater	Turns one willing subject into an animal, humanoid or elemental, more powerful form.	Touch	1 min/LVL
Reverse Gravity	Objects and creatures fall upward. Up to one 10-ft. cube/level	Medium	1 round/LVL
Statue	Subject can become a statue at will.	Touch	1 hr/LVL
Limited Wish	Alters reality **(within limits).**	Special	Special

8th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Dimensional Lock	Teleportation and interplanar travel blocked for 1 day/level. 20-ft.-radius emanation centered on a point in space	Medium	1 day/LVL
Mind Blank	Subject is protected from mental/emotional magic and *scrying*.	Close	24 hr
Prismatic Wall	Wall's colors have array of effects. Wall 4 ft./level wide, 2 ft./level high	Close	10 min/LVL
Protection from Spells	Confers +8 resistance bonus. Up to one creature touched per four levels	Touch	10 min/LVL
Incendiary Cloud	Cloud deals 6d6 fire damage/round. Cloud spreads in 20-ft. radius, 20 ft. high	Medium	1 round/LVL
Maze	Traps subject in extradimensional maze.	Close	Special
Planar Binding, Greater	As *lesser planar binding*, but up to 18 HD.	Close	Instant
Summon Monster VIII	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Trap the Soul	Imprisons subject within gem.	Close	Instant
Discern Location	Reveals exact location of creature or object.	Unlimited	Instant
Moment of Prescience	You gain +1/level insight bonus on single attack roll, check, or save.	Personal	1 hour/LVL
Prying Eyes, Greater	As *prying eyes*, but eyes have *true seeing*.	1 mile	1 hr/LVL
Antipathy	Object or location (up to a 10-ft. cube/level) affected by spell repels certain creatures.	Close	2 hr/LVL
Binding	Utilizes an array of techniques to imprison a creature.	Close	Special
Charm Monster, Mass	As *charm monster*, but all within 30 ft. One or more creatures, no two of which can be more than 30 ft. apart	Close	1 day/LVL
Demand	As *sending*, plus you can send *suggestion*.	Special	Special
Irresistible Dance	Forces subject to dance.	Touch	1d4+1 rounds

Power Word Stun	Stuns creature with 150 hp or less.	Close	Special
Symbol of Insanity	Triggered rune renders nearby creatures insane.	Special	Special
Sympathy	Object or location one location (up to a 10-ft. cube/level) or one object attracts certain creatures.	Close	2 hr/LVL
Clenched Fist	Large 10-ft. hand provides cover, pushes, or attacks your foes.	Medium	1 round/LVL
Polar Ray	Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.	Medium	Instant
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures in cone-shaped burst.	30'	Instant
Sunburst	Blinds all within 10 ft., deals 6d6 damage in 80-ft.-radius burst.	Long	Instant
Telekinetic Sphere	As *resilient sphere*, but you move the sphere telekinetically. 1-ft.-diameter/level sphere, centered around creatures or objects.	Close	1 min/LVL
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious. Colorful lights in a 20-ft.-radius spread	Close	Concentration +2 rounds
Screen	Illusion hides 30-ft. cube/level area from vision and *scrying*.	Close	24 hr
Shadow Evocation, Greater	As *shadow evocation*, but up to 7th level and 60% real.	Special	Special
Clone	Duplicate awakens when original dies.	0'	Instant
Create Greater Undead	Creates shadows, wraiths, spectres, or devourers.	Close	Instant
Horrid Wilting	Deals 1d6/level damage within 30 ft. Living creatures, no two of which can be more than 60 ft. apart.	Long	Instant
Symbol of Death	Triggered rune kills nearby creatures.	Special	Special
Form of the Dragon III	Turns you into a Huge dragon.	Personal	1 min/LVL
Giant Form II	Turns you into a Huge giant.	Personal	1 min/LVL
Iron Body	Your body becomes living iron.	Personal	1 min/LVL
Polymorph Any Object	Changes a subject into anything else. One creature, or one non-magical object of up to 100 cu. ft./level	Close	Special
Temporal Stasis	Puts subject into suspended animation.	Touch	Instant

9th Level Wizard Spells

SPELL NAME	EFFECT	RANGE	DURATION
Freedom	Releases creature from *imprisonment*.	Close	Instant
Imprisonment	Entombs subject beneath the earth.	Touch	Instant
Prismatic Sphere	As *prismatic wall*, but surrounds on all sides. 10-ft.-radius sphere centered on you	10'	10 min/LVL
Gate	Connects two planes for travel or summoning.	Medium	Special
Refuge	Alters item to transport its possessor to your abode.	Touch	Instant
Summon Monster IX	Summons extraplanar creature to fight for you.	Close	1 round/LVL
Teleportation Circle	Teleports creatures inside circle. 5-ft.-radius circle that teleports those who activate it.	0'	10 min/LVL
Foresight	"Sixth sense" warns of impending danger.	Touch	10 min/LVL
Dominate Monster	As *dominate person*, but any creature.	Close	1 day/LVL
Hold Monster, Mass	As *hold monster*, but all within 30 ft.	Medium	1 round/LVL
Power Word Kill	Kills one creature with 100 hp or less.	Close	Instant
Crushing Hand	Large 10-ft. hand provides cover, pushes, or crushes your foes.	Medium	1 round/LVL

Meteor Swarm	Four exploding spheres each deal 6d6 fire damage in four 40-ft.-radius spreads.	Long	Instant
Shades	As *shadow conjuration*, but up to 8th level and 80% real.	Special	Special
Weird	As *phantasmal killer*, but affects all within 30 ft. Any number of creatures, no two of which can be more than 30 ft. apart	Medium	Instant
Astral Projection	Projects you and one additional willing creature touched per two caster levels onto Astral Plane.	Touch	Special
Energy Drain	Subject gains 2d4 negative levels.	Close	Instant
Soul Bind	Traps newly dead soul to prevent *resurrection*.	Close	Instant
Wail of the Banshee	Deals 10 damage/level to 1 creature/level. One living creature/level within a 40-ft.-radius spread	Close	Instant
Etherealness	Travel to Ethereal Plane with one other touched creature per three levels.	Touch	1 min/LVL
Shapechange	Transforms you into certain creatures, and lets you change forms once per round.	Personal	10 min/LVL
Time Stop	You act freely for 1d4+1 rounds.	Personal	1d4+1 rounds
Wish	As *limited wish*, but with fewer limits.	Special	Special

DUNGEON MASTER'S CODEX

You, the DM, should have a full understanding of the rules laid out in the Player's Compendium. The rules, guidelines, and suggestions in the DMs Codex are used in conjunction with the compendium. Those new to table-top RPGs should start reading at the section titled Rules of Thumb as it will answer many questions. If at any point something is not clear enough or you wish it were more detailed then please refer to the Pathfinder System Reference Document (PFSRD) as it has more than enough rules to handle most any situation. Above all your duty as DM is to keep the game fun so please adjust, omit, add, or interpret things as necessary in order to keep the game fun!

Standard DCs & Hazards

Generic Dcs: Be sure to award bonuses to players who declare ingenious techniques or penalties for stupid decisions.

DC	Examples
5	EASY: Spot a specific person in a crowded room who's not concealing themselves.
10	AVERAGE: Hear someone moving nearby who's not trying to move silently.
15	TOUGH: Set a trap or sabotage a device; like rigging a wagon wheel to fall off when used.
20	CHALLENGE: Melee combat standing on glare ice.
25	FORMIDABLE: Figure out something obscure and outside your expertise.
30	HEROIC: Bullrush through a reinforced door that's braced on the other side.
40	NEARLY IMPOSSIBLE: Track a squad of orcs across hard ground after 24 hours of rainfall.

Climbing: Suggestions for climbing with some examples.

DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall. An overhang or ceiling with handholds but no footholds.

Jumping: Rules of thumb for jumping DCs

DC	Long Jump Distance	DC	High Jump Distance
5	5 feet	4	1 foot
10	10 feet	8	2 feet
15	15 feet	12	3 feet
20	20 feet	16	4 feet
25	25 feet	20	5 feet

30	30 feet	24	6 feet
		28	7 feet
		32	8 feet

Falling: Here are some guidelines for when a character fails that climb or check or gets bull rushed over a ledge!

- DMG = 1d6 per 10' (20d6 max)
  - Other Hazards: Icy spikes, jagged rocks, thorny vines, outcroppings, etc.. +1 DMG per 10' fallen (max. +10)
- Reflex save for half DMG
- Save DC = depth fallen (in feet)

Extreme Weather: The weather can be a great tool to persuade characters movement or keep them corralled with out being too heavy handed. Usually characters that are properly equipped or sheltered do not take damage from foul weather. However extreme weather conditions can be hazardous or even fatal if ignored.

- Types: heat, cold, hail, sand storm, tornado, typhoon, earthquake, etc.
- DMG = 1d6 per 10 minutes.
  - Other Hazards: Lighting & thunder, large hail, extreme winds, etc. Add DMG dice as needed based on the ferocity of the weather.
- Fortitude save for half DMG
- Save DC = time (in minutes) spent in the weather.

Swimming & Drowning: This could involve water, quick sand, lava, or any other liquids and suspensions.

- Swimming DCs
  - Calm & shallow = DC 10
  - Fast moving & deep = DC 15
  - Dangerous cascades, rocks, or other treacherous hazards DC 20
- Swimming Check:
  - Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again.
  - Success means a character can swim at half their walking speed that round.
- Hold Breath: Rounds = STR STAT + STR Modifier
- Drowning: After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 STR), and third round they have drown (dead).

Disease: Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below.

A disease stat block contains the following: Name: Type, DC, incubation time, damage.

- **Type** lists the disease's method of delivery (contact, inhaled, or injury).
- **Save DC** lists the Fortitude save DC needed to prevent infection.
- **Incubation** lists the time before damage begins after failed save.
- **Damage** lists the ability damage the character takes after incubation and each day afterward until cured.
- **Pathogens:**
  - Virus
  - Bacteria
  - Fungus
  - Supernatural
- **Delivery Method:**
  - Contact (inhale, engulf, spit, etc)
  - Injury (bite, sting, slash, pierce, inject, etc)
  - Ingested / Digested (ate, drank, forced ingestion, etc)

- **Specific Diseases:**
  - Cackle Fever: Inhaled, DC 16, 1 day, –1d6 MIND.
  - Filth Fever: Injury, DC 12, 1d3 days, –1d3 DEX and 1d3 STR.
  - Mindfire: Inhaled, DC 12, 1 day, –1d4 MIND.
  - Red Ache: Injury, DC 15, 1d3 days, –1d6 STR.
  - Shakes: Contact, DC 13, 1 day, –1d8 DEX

Poison: Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

A poison stat block contains the following: Name: Type, DC, damage, price.

- **Name** of the poison.
- **Type** lists the poison's method of delivery (contact, ingested, inhaled, or injury).
- **Save DC** is the DC for a Fortitude save to resist the poison's effect.
- **Damage / Effect** is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
- **Price** lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.
- **Delivery Method:**
  - Contact (inhale, engulf, spit, etc)
  - Injury (bite, sting, slash, pierce, inject, etc)
  - Ingested / Digested (ate, drank, forced ingestion, etc)
- **Effects:**
  - Damage: Additional damage subtracted from HP.
  - Ability Drain: Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
  - Unconsciousness: Some poisons actually render the victim unconscious.
- **Poison by Creature Size:** Here are some general guidelines for poison by the size of a creature. Most of the time poison stats are provided already so in those cases you may use what is provided. Use these as needed.
  - Tiny: Injury, DC 10, -1 STR/-1 STR, 50 gp.
  - Small: Injury, DC 12, -1d2 STR/- 1d2 STR, 85 gp.
  - Medium: Injury, DC 14, -1d4 STR/- 1d4 STR, 125 gp.
  - Large: Injury, DC 16, -1d6 STR/-1d6 STR, 200 gp.
  - Huge: Injury, DC 18, -1d8 STR/-1d8 STR, 400 gp.
- **Specific Poisons:**
  - Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.
  - Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness 1d3 hours, 120 gp.
  - Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.
  - Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.
  - Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND,1,500 gp.
  - Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.
  - Oil of Taggit: Ingested, DC 15, 0/unconsciousness 1d3 hours, 90 gp.
  - Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.
  - Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.
  - Sleep Poison: Injury, DC 13, unconsciousness 1d3 hours /unconsciousness for 2d4 hours, 75 gp.
  - Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

Traps: Whether inside a dungeon or a nobleman's manor, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind. Many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

A trap stat block includes the following: Name, attack & damage, Save DC, Search DC, Disable DC

- **Type** lists the trap used and the effect it has.
- **Attack** shows the traps attack bonus or type of effect.
- **Damage** shows the amount and type of damage the trap deals.
- **Save DC** lists the Reflex save DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
- **Search DC** lists the DC for the Search check necessary to find the trap without triggering it.
- **Disable DC** lists the DC for the Disable Device check necessary to disarm the trap safely.

Sample Traps:

- **EL1 Traps**
  - **Basic Arrow Trap:** Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.
  - **Camouflaged Pit Trap:** 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.
  - **Poison Dart Trap:** Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.
- **EL2 Traps**
  - **Burning Hands Trap:** spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.
  - **Large Net Trap:** Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.
  - **Pit Trap:** 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
- **EL3 Traps**
  - **Fire Trap:** spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.
  - **Pit Trap:** 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
  - **Poisoned Arrow Trap:** Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.
- **EL4 Traps**
  - **Lightning Bolt Trap:** spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
  - **Spiked Pit Trap:** 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.
  - **Wall Scythe Trap:** Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.
- **EL5 Traps**
  - **Falling Block Trap:** Atk +15 (6d6, slam); Search DC 25, Disable DC 17.
  - **Fireball Trap:** spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.
  - **Poisoned Wall Spikes:** Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.
- **EL6 Traps**
  - **Compacting Room Trap:** walls move together (12d6 crush); Search DC 20, Disable DC 22.
  - **Lightning Bolt Trap:** spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
  - **Spiked Pit Trap:** 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.
- **EL7 Traps**
  - **Black Tentacles Trap:** spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.
  - **Chain Lightning Trap:** spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.
  - **Well-camouflaged Pit Trap:** 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.
- **EL8 Traps**
  - **Destruction Trap:** spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.
  - **Power Word Stun Trap:** spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.
  - **Well-camouflaged Pit Trap:** 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.
- **EL9 Traps**
  - **Dropping Ceiling:** ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.
  - **Incendiary Cloud Trap:** spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

- **Wide-mouthed Spiked Pit with Poisoned Spikes:** 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

- **EL10 Traps**
  - **Crushing Room:** walls move together (16d6, crush); Search DC 22, Disable DC 20.
  - **Crushing Wall Trap:** Atk automatic (18d6, crush); Search DC 20, Disable DC 25.
  - **Energy Drain Trap:** Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

Equipment

Typical Equipment: Standard items that may be purchased at almost any location where goods and services can be bought or traded. This is not a complete list of everything but rather a quick reference for your typical items.

Weapons:

Name	Cost	Damage	Range
Unarmed Strike	—	1d3	—
Light Weapons			
Axe, throwing	8gp	1d6	10 ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20 ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sickle	6gp	1d6	—
Sword, short	10gp	1d6	—
One-Handed Weapons			
Battleaxe	10gp	1d8	—
Club	—	1d6	10 ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Maceheavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pickheavy	8gp	1d6	—
Rapier	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20 ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10 ft.
Waraxedwarven	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip	1gp	1d3	—
Two-Handed Weapons			
Chain,spiked	25gp	2d4	—
Falchion	75gp	1d6	—
Flailheavy	15gp	1d8	—
Glaive	8gp	1d8	—
Greataxe	20gp	1d10	—
Greatclub	5gp	1d8	—
Greatsword	50gp	2d6	—
Guisarme	9gp	2d4	—
Halberd	10gp	1d10	—
Lance	10gp	1d8	—
Longspear	5gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18gp	2d4	—
Spear	2gp	1d8	20 ft.

Ranged Weapons

Crossbow, hand	100gp	1d4	30 ft.
Crossbow, heavy	50gp	1d10	120 ft.
Crossbow, light	35gp	1d8	80 ft.
Dart	5sp	1d4	20 ft.
Javelin	1gp	1d6	30 ft.
Longbow	75gp	1d8	100 ft.
Net	20gp	—	10 ft.
Shortbow	30gp	1d6	60 ft.
Sling	—	1d4	50 ft.

Armor & Shields:

Name	Cost	AC Bonus
Light Armor		
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4
Medium Armor		
Hide	15gp	+3
Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5
Heavy Armor		
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8
Shields		
Buckler	15gp	+1
Shield, light wooden	3gp	+1
Shield, light steel	9gp	+1
Shield, heavy wooden	7gp	+2
Shield, heavy steel	20gp	+2
Shield, tower	30gp	+4

Adventurer's Gear:

Name	Cost
Acid (flask)	10gp
Antitoxin (vial)	50gp
Artisan's Tools	5gp
Backpack (empty)	2gp
Barrel (empty)	2gp
Basket (empty)	4sp
Bedroll	1sp

Bell	1gp
Blanket, winter	5sp
Block and Tackle	5gp
Bottle, wine, glass (empty)	2gp
Bucket (empty)	5sp
Caltrops, 2lb bag	1gp
Candle	1cp
Canvas (sq. yd.)	1sp
Case, map or scroll	1gp
Chain (10 ft.)	30gp
Chalk, 1 piece	1cp
Chest (empty)	2gp
Craftsman's Tools	5gp
Crowbar	2gp
Disguise Kit	50gp
Firewood (per day)	1cp
Fishhook	1sp
Fishing net (25 sq.ft.)	4gp
Flask (empty)	3cp
Flint and Steel	1gp
Grappling Hook	1gp
Hammer	5sp
Healer's Kit	50gp
Holy Symbol, wooden	1gp
Holy Symbol, silver	25gp
Holy Water (flask)	25gp
Hourglass	25gp
Ink (1 oz. Vial)	8gp
Inkpen	1sp
Jug, clay	3cp
Ladder, 10 ft.	5cp
Lamp, common	1sp
Lantern, bullseye	12gp
Lantern, hooded	7gp
Lock, simple	20gp
Lock, average	40gp
Lock, good	80gp
Magnifying Glass	100gp
Manacles	15gp
Mirror, small steel	10gp
Mug/Tankard, clay	2cp
Musical Instrument	5gp
Oil, pint flask	1sp
Paper (sheet)	4sp
Parchment (sheet)	2sp
Pick, miner's	3gp
Pitcher, clay	2cp
Piton	1sp
Pole, 10 ft.	2sp
Pot, iron	5sp
Pouch, belt (empty)	1gp
Ram, portable	10gp
Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp
Rope, silk (50 ft.)	10gp
Sack (empty)	1sp
Sealing Wax	1gp
Sewing Needle	5sp
Signal Whistle	8sp
Signet Ring	5gp
Sledge	1gp
Soap (per lb.)	5sp
Spade or Shovel	2gp
Spell Component Pouch	5gp
Spellbook, wizard's (blank)	15gp
Spyglass	1,000gp
Tent	10gp
Thieves' Tools	30gp
Torch	1cp
Vial, ink or potion	1gp
Waterskin	1gp
Whetstone	2cp

Mounts & Related Gear:

Name	Cost
Barding, medium creature armor price	x2
Barding, large creature armor price	x4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, war	75gp
Donkey or Mule	8gp
Feed (per day)	5cp
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Stabling (per day)	5sp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp

Clothing:

Name	Cost
Artisan's Outfit	1gp
Cleric's Vestments	5gp
Cold Weather Outfit	8gp
Courtier's Outfit	30gp
Entertainer's Outfit	3gp
Explorer's Outfit	10gp
Monk's Outfit	5gp
Noble's Outfit	75gp
Peasant's Outfit	1sp
Royal Outfit	200gp
Scholar's Outfit	5gp
Traveler's Outfit	1gp

Fast Packs: They are 50gp each. Simply pick one you need. For a random one roll 1d6 and pick the pack based on the number range. Finally add the following based on your Class:

Barbarian: Manacles & 85gp
Bard: Ink vial, inkpen, paper x10, map case & 95gp
Cleric: Silver Holy symbol & 75gp
Druid: Healer's kit & 50gp
Fighter: Chain (10') & 70gp
Monk: Silk rope & 90gp
Paladin: Vial of holy water, silver holy symbol & 50gp
Ranger: Fishing pole, fishing hook, silk rope, & 88gp
Rogue: Thieves tools & 70gp
Sorcerer: Spell component pouch x2, signet ring, & 85gp
Wizard: Spell component pouch x2, spellbook, & 75gp

Fast Packs		
Pack A (1-2)	**Pack B (3-4)**	**Pack C (5-6)**
Backpack	Backpack	Backpack
Bedroll	Bedroll	Bedroll
Belt Pouch	Belt Pouch	Belt Pouch
Tent	Tent	Tent
Oil Flasks x10	Torches x10	Torches x10
Flint & Steel	Oil Flasks x4	Oil Flasks x5
Shovel	Chalk Pieces x10	Flint & Steel
Caltrops x2 bags	10' Pole	Rope, hemp 50`
Signal Whistle	Mirror, Steel	Grappling Hook
Waterskin x2	Waterskin x2	Waterskin x2
Rations x10	Rations x10	Rations x10
Craftsman's Tools	Crowbar	Soap
Flask x3	Candle x6	Bag, medium
Lantern, hooded	Case, scroll	Bottle, glass

Plugin: Standard Adventurer's Gear: A rugged, utilitarian, leather backpack built for to be used on adventurers of all kinds. It is equipped with many pockets, loops, pouches, and all manner of devices to stow away, secure, or even hide the gear one may need on a grand adventure. Within are not only your personal effects but also these general tools that no good adventurer would be caught dead without!

Rations – x6 (1 days food each)
Water Skin – x1 (1 days water)
Flint & Steel – x1
Sewing Kit – x1
Tindertwigs – x12
Sunrod – x2
Chalk Pieces – x8
Steel Mirror – x1
Bottle of Oil – x1
Whetstone – x2
Fishing Kit – x1
Messkit – x1
Change of clothes – x1
Bedroll – x1
Sack – x1
Pouch – x3

A "handout" version of this plugin is available at the PathfinderLITE website.

Rules of Thumb

Acronyms: Common acronyms or short hand that every DM should know.

- DM: Dungeon Master
- GM: Game Master
- EL: Encounter Level

- DC: Difficulty Class
- AC: Armor Class
- PC: Player Character
- NPC: Non-Player Character
- DMG: Damage
- STR: Strength (Usually refers to STR modifier)
- DEX: Dexterity (Usually refers to DEX modifier)
- MND: Mind (Usually refers to MND modifier)
- Ref: Reflex Save
- Fort: Fortitude Save
- Will: Will Save
- Phys: Physical Skill
- Comm: Communication Skill
- Subt: Subterfuge Skill
- Know: Knowledge Skill
- d20: 20 Sided Die (often used to refer to the d20 ruleset)
- d%: A Pair of Percentile Dice (usually one die has 00-90 and another has 0-9)
- SRD: System Reference Document for D&D 3.5
- PFSRD: Pathfinder System Reference Document
- AoO: Attack of Opportunity

Movement: Do not get bogged down with complex mechanics of movement; the world does not operate in 1" grid squares. The numbers below are guidelines and suggestions that should be adjusted as needed. You really only need to worry about these specific numbers during encounters where it truly matters how far someone can move on a turn.

- Scale
  - One real world inch equals five in-game feet (Scale: 1"=5')
- General Base Movement
  - Walk = 15' per turn (3")
  - Run = 30' per turn (6")
  - Sprint / Charge = 60' per turn (12")
- Movement Modifiers
  - Hampered Movement: A character may only move at half speed or cover half the normal distance.
    - Examples: Encumbered, slowed, difficult terrain, climbing, or anything that slows movement.
  - Accelerated Movement: A character may move further than general base movements.
    - Examples: Spell effects, falling, teleporting, or anything that speeds movement.
  - Size: Generally speaking; smaller creatures move slower than larger creatures.

Threatened vs. **Unthreatened:** Generally speaking; characters that are unthreatened are free to declare actions at will and most outcomes are predictable thus no dice rolling is necessary. However threatened characters have a higher risk associated to their actions; so time and movement need to play out with some amount of order.

- **Unthreatened:** When a character is not threatened by anything, under any sort of constraint, or a time limit.
  - **Rolls:** Assume the character takes enough time to complete the action correctly; rolling is unnecessary. All you need to do is describe the result or consequences of their actions and continue with the story. Sometimes a player will declare an action that is completely outrageous or impossible and you simply can not assume the character can take the time to achieve this order. In such a case you may wish to simply inform the player their character can not and does not succeed. Another way is to write down a DC that is impossible to achieve, ask the player to roll, and inform them that their character failed then proceed with the game.
  - **Movement:** The character takes enough time to move as desired. Usually movement rate isn't important.
  - **Time:** The flow of time is less important and not necessary to track in detail; things happen when they need to and time progresses as needed.

- **Threatened:** A character is threatened by an opponent, constrained in some manor, or when time is important.
  - **Rolls:** A player will declare their character's action on their turn and dice rolls ensue
  - **Movement:** This is when you may need to use Base Movement rates and when Scale becomes important.
  - **Time:** The flow of time now unfolds in the form of Turns & Rounds.
    - **Turn:** Each character gets a turn and can declare one standard action. A Turn is approximately 6 seconds of in-game time.
    - **Round:** After every character has had their turn a Round is complete and a new one begins. A Round is the total of all Turns. (Example: 10 Turns in a Round = 1 minute in-game)

Take 10 or Take 20: With regards to being Unthreatened we've outlined characters are very free take the time necessary to do as they please. Often times players may want to use this freedom to "take a 10" or "take a 20" on a skill check even on actions in an unthreatening scenario that still require a check. This assumes they spend a significant amount of time attempting their declared action and assumes they fail several times before finally getting a 10 or 20.

Searching an area is a great example. The DM knows there is an item in an area that requires a certain Search check DC to discover. The player's characters are under no threat of opposition and time is not overly important; say they could take all night to search the area but by daybreak they will be discovered by enemies! That being said you may not want to just let them discover this item because it's hidden really well; only a very thorough search by a perceptive person would actually turn it up. A player may declare they wish to "take a 20" and searches the area. What this means instead of rolling 1d20 they simply get a 20. Then they add bonuses to that 20, subtract any penalties to that total, and that's their "roll". The DM would then check that calculated number against the Search DC of the item to see if they actually find it.

Then why would anyone "take a 10" when they could just take a 20? Keep in mind time does elapse when characters are doing things. Taking a 20 to search means they are spending a significant amount of time to perform this action; often they are repeating it many times. Also, and this is quite important, taking a 10 or 20 assumes the character fails many times. It's just like if the player had rolled the dice enough times to come up with a 10 or 20…. they would have rolled many lower numbers before they finally got that 10 or 20. Referring back to the Search example; they have all night to search but taking a 20 consumes a lot of time; perhaps given the large area it would take all night! However if they took a 10 instead of a 20 it would only take half the night leaving them time to search as well as leave the area before they are discovered.

Let's try a different example: climbing. The characters are under no acute threat; there are no opponents and they have all day to scale a tall wall. However you wouldn't want to take a 20 because that would assume they made several failed attempts. Failed attempts in climbing a tall wall would result in damage or even death! Keep this in mind for any hazardous, yet unthreatening, scenario where players may try to take a 10 or 20.

When In Doubt: A player declares an action you are unprepared for! What do you do?! How do you resolve this with out stopping game-play? This can happen often but here are some things to help you through.

- **Set a DC and Roll:** Figure out a DC and ask the player to roll 1d20 plus whatever modifiers make sense.
  - **How To Makeup a DC:** Think of what Skill and Stat modifiers you will have the player apply to the d20 roll and add those up; then write down a number below the highest possible result. *Example:* Player declares an action that you are not prepared for. You decide it would be best to roll 1d20+Comm+MND. The character's Comm is +5 and MND is +3 so the highest possible result is 28. You write down a DC of 24 so it's difficult but achievable. Now you ask the player to roll 1d20+Comm+MND.
  - **How To Determine the Difficulty:** It depends on what modifiers are involved but here are some guidelines. Add up only the modifiers the player will be applying; any DC equal to or below that number is an automatic success since they don't even have to roll to achieve it.

Now calculate the highest possible result by adding up all modifiers and add that to 20; any DC higher than that is impossible to achieve. You've now figured out your minimum and maximum. A DC set in the middle of your Min and Max would be relatively moderate in difficulty. Setting a DC between the middle and the minimum would be an easy DC and conversely a DC between the middle and the maximum would be hard to achieve.

- **The 50/50 Chance:** You can always roll 1d2 for an outcome. Now you're thinking… how do I roll 1d2?! Flip a coin and tell the player to call Heads or Tails. If the coin lands showing the side called then great success!
- **The % Chance:** You can also use a d% for a 50% chance or even things like a 25% chance. Example: You figure the character has about a 25% chance of success. Have the player roll their d% dice; anything 25% and below is a success and anything above 25% is a failure.

A DM's Right to Privacy: There are many things you will need to keep from the players; after all who wants' to hear a story if they already know all of the secrets and the likely outcome? This isn't "unfair" because you are not trying to "win" or "beat" the players. Most DMs have a screen or something to shield the prying eyes of the other players. This is where you keep things like important clues, information they haven't discovered yet, a map showing everything, numbers like DCs, and other information that would otherwise give away the story. Even your dice rolls can be made in private; although this you may wish to discuss with your players. They do have a legitimate point to ask that you make all of your dice rolls out in the open just as they should; this keeps everyone honest. Have a conversation with them about dice rolls and ask if they wish you to roll in the open, just as they do, or if it does not bother them that you roll in secret. Either way you still have the modifiers and DCs behind your screen so just because they see a dice roll doesn't mean they know the outcome. Again your goal isn't to "beat" them; I think you'll find it is much more fun for everyone when they believe you are on their side and trying to help them rather than purposefully lead them astray or kill their characters.

Hints & Foreshadowing: It's easy to forget that you know everything about the story. Players may easily become bewildered, confused, or not sure what to do. Some things may seem blatantly obvious to you but they cannot see for many reasons. At times you will need to give very specific, and even blatant, clues about situations so they can make decisions that lead them in the right direction so the game may progress without frustration.

Actions: These are explained in the Players Compendium but here's a bit more guidance on the matter. Basically there are Free Actions, Standard Actions, and Move Actions. Players may sometimes want to exchange their Standard Action for another Move Action which you can certainly allow. However you shouldn't let them exchange a Move Action for two Standard Actions in one round because Standard Actions are too powerful. This would allow them to cast two spells or make an extra full attack.

Attacks of Opportunity: An interesting strategic scenario to use once you're ready to add a little more complexity to the battle field. When a character breaks away from melee combat without defensively withdrawing then all adjacent opponents may make an Attack of Opportunity (AoO) against that character. Now this works both ways; Player Characters and Non-Player Characters are treated the same way here. For example three Player Characters are engaged in melee combat with a troll. The troll quickly realizes the situation is dire, panics, throws caution to the wind, and attempts to flee. All three Player Characters get to make an Attack of Opportunity against that troll. You may think "Why would anyone do that?!" There are a couple of reasons. One would be that, for this example, the troll panicked and disregarded caution at his own peril. Another more strategic reason is that you would have to spend a Standard Action to withdraw from combat defensively and only move 5 feet out of combat. Perhaps someone may want to risk the AoO in an effort to take a Standard Action and attempt to make an escape instead of only moving 5 feet because their enemy will simply close that 5 foot gap and still attack them the next round.

ADVERSARIAL FOLIO

Contained here are common monsters and other adversaries along with guidelines on how to advance them in level, skill, and effectiveness. The reason terms like 'adversary' and 'opponent' are used instead of 'monster' is because monster is a specific kind of adversary while there are many types of opponents characters may encounter such as wild animals, monstrous insects, human adversaries, dark elf villains, dwarven henchmen, halfing thieves, as well as traditional monsters.

Opponent Attributes

Hit Dice: A type of dice and number of them are assigned to an opponent which are used in many ways to define other attributes. Typical dice types are d8, d10, and d12. To make a tougher opponent just add more Hit Dice. Alternatively, add class levels to intelligent adversaries. Start with the base Hit Die and add levels of Fighter, Rogue, Mage or Cleric as needed.

Level: The level of a creature is equal to the number of Hit Dice assigned to it.

Ability Scores (Stats): The actual ability score isn't all that important; only the modifier. Add stat modifiers to suit the opponent as logic dictates. Your typical modifiers are -4,-3,-2,-1,0,+1,+2,+3,+4. For example a really dumb opponent may have MIND -3 where as a really strong opponent may have STR +4. These aren't always given for a creature and may need to be calculated as needed if skill checks or other situations require the use of an ability score modifier.

Skills: Skill Rank for all skills is equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. This is intentionally kept open -- if you need a sneaky bugbear, assign the +3 bonus to Subterfuge. You may also apply class levels which may inherently grant bonuses to skill ranks.

Armor Class: AC is calculated the same as players: 10+DEX Modifier+Armor bonus. Use the guidance provided under Ability Scores to determine a DEX modifier. Sometimes it's clear what the armor bonus is; for example a goblin wearing a chain shirt. Other times it's not so clear and you may end up adding an armor bonus as needed.

Create Your Own Opponent

Synopsis: Assign a Hit Dice type and number of HD (type: d8 for most things, d10 for tougher creatures, and d12 for Dragons, Undead, or gigantic creatures). Level, attack bonus and skill rank are equal to the number of Hit Dice. If it's an intelligent opponent, +3 bonus to one skill. Add stat bonuses to suit the kind of opponent you are crafting. For each doubling of the Hit Dice, increase the dice type for attack damage (ie, d4->d6, d6->d8, etc). Calculate AC using 10+DEX Modifier+Armor bonus.

Quick Reference:
Hit Dice: d8, d10, d12. Assign a type and number of HD as needed.
Level: Number of Hit Dice
Ability Score Modifier (Stat Bonus): Assign as needed.
Skill Rank: Number of Hit Dice plus any added as needed or from applied class levels.
ATK Bonus: Number of Hit Dice
DMG Dice: d4, d6, d8, d10, d12. Assign a type and number of DMG dice as needed.
AC: 10+DEX Modifier+Armor Bonus. If the armor type is unknown then simply apply armor bonus as needed.

Other Resources

Often times you will find opponents, adversaries, creatures, and monsters in resources outside of this document. Things like books, adventures, and other published products. As long as the content you are viewing is compatible with the OGL and SRD then you will have no problem simply using those opponents as written; no conversions necessary! Often times the creature is clearly documented and you can simply use the numbers presented. At a minimum though you need to know the Hit Dice; so you may even use

older creatures from non-OGL sources as long as you know their HD.

Common Opponents

Format: Name: HD (HP), AC, Attack+modifier (Damage), Special Attack+modifer (Damage), Special Abilities

Animal:

- Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2–1)
- Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)
- Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)
- Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)
- Cat: HD 1d4 (2 hp), AC 14, Claw +4 (1d2–4)
- Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)
- Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)
- Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)
- Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)
- Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)
- Horse (heavy: HD 3d8+6 (19 hp), AC 13, Hoof –1 (1d6+1)
- Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)
- Pony: HD 3d8+6 (19 hp), AC 13, Hoof –1 (1d6+1)
- Snake (constrictor: HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)
- Snake (giant constrictor: HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)
- Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2–2 plus poison)
- Snake (large viper) : HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
- Snake (huge viper) : HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)
- War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)
- Warhorse (heavy: HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)
- Warhorse (light) : HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)
- Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)
- Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

Dire Animal:

- Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)
- Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
- Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)

Vermin:

- Monstrous Scorpion (tiny): HD 1d4+2 (4 hp), AC 14, Claw+2 (1d2–4) or sting –3 (1d2–4+poison (Fort DC10 sickened 1round))
- Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3–1) or sting –4 (1d3–1+poison(Fort DC13 -1STR))
- Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2+poison(Fort DC17 1d2 STR))
- Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3+poison(Fort DC20 1d4 STR))
- Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4–2+poison (Fort DC14 1d2 STR))
- Monstrous Spider (medium): HD 1d8 (4 hp), AC 14, Bite +4 (1d4–2+poison (Fort DC14 1d2 STR))
- Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3+poison (Fort DC17 1d3 CON))
- Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6+poison (Fort DC18 1d4 STR 1d4 DEX))
- Swarm, Spider (swarm): HD 2d8 (9 hp), AC 17, swarm(1d6), poison(Fort DC11 1d2 STR), swarm traits,
- Swarm, Rat (swarm): HD 3d8+3 (16 hp), AC 14, swarm+2(1d6), 'filth fever' (Fort DC12 1d3 STR 1d3 DEX), swarm traits
- Swarm, Locust (swarm): HD 6d8-6 (21 hp), AC 18, swarm+2(2d6), distract (Fort DC12 Can only

take 1 move action for 1 round), Fly & swarm traits
- Swarm, Snake (swarm): HD 3d8+3 (16hp), AC 15, swarm (1d6), distract (Fort DC12 Can only take 1 move action for 1 round), swarm traits
- Swarm, Bat (swarm): HD 3d8 (13hp), AC 16, swarm (1d6), wounding(bleed 1hp/round), Fly & swarm traits

Swarm Mechanics: Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet with a single pool of HP, initiative, saves, AC, etc. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

- **Combat:** In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.
- **Vulnerabilities:** Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows: A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit. A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm. A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks. They are vulnerable to strong or gusts of wind be they magical or natural.
- **Swarm Traits:** A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

  A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Monsters:

- Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)
- Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)
- Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
- Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)
- Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)
- Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
- Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)
- Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)
- Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)
- Gnoll: HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)
- Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)
- Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)
- Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)
- Hill Giant: HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)
- Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
- Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
- Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)
- Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
- Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

- Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)
- Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)
- Rust Monster: HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)
- Werewolf
- Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)
- Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3) Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)
- Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)
- Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus –1d6 STR, DC 14 phys+STR to negate)
- Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
- Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

Humanoids:

- Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
- Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
- Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)
- Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)
- Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

PLUGIN: WEALTH BY LEVEL & COMMUNITY

The information found here is a compilation of pre-established guidelines. However liberty has been taken with some of those guidelines to streamline them and make them more simple to use in the spirit of PFlite. Keep in mind these are all suggestions and guidelines for general circumstances. A DM may need to adjust anything here as necessary in order for these mechanics and guidelines to function properly within their game.

Wealth by Level

These are suggested amounts of wealth, represented in gold pieces, for a character based on their level. This is a rough estimate not optimized to any given campaign, setting, and especially to the specific game you play. Adjust these amounts higher for more high-power games and adjust them lower for more low-power games.

Level	Wealth (GP)	Level	Wealth (GP)
1st	150	11th	66,000
2nd	900	12th	88,000
3rd	2,700	13th	110,000
4th	5,400	14th	150,000
5th	9,000	15th	200,000
6th	13,000	16th	260,000
7th	19,000	17th	340,000
8th	27,000	18th	440,000
9th	36,000	19th	580,000
10th	49,000	20th	760,000

Community Wealth Limits

It is assumed most buying and selling of items takes place in some sort of community. Typically a community will have predetermined wealth limits found in a community's stat block which will list its population, type, alignment, gold limit, assets, demographics, etc.

- **GP Limit**: Single most expensive item in the community. The cost of any single item cannot exceed this amount.
- **Assets:** Total cash available in the community; the total amount characters can buy or sell.
- **Example:** A town with a GP Limit of 100 and Assets of 500. The party of characters could buy 5 items that cost 100gp each which brings them to 500gp. They could NOT buy a single 500gp item because the GP Limit is only 100gp. They could buy 10 items that cost 50gp each. The 500gp maximum can be divided anyway but no single item can exceed the GP Limit of 100gp.

Type	Population	GP Limit	Assets
Thorp	20-80	40	50
Hamlet	81-400	100	500
Village	401-900	200	5,000
Small Town	901-2,000	800	50,000
Large Town	2,001-5,000	3,000	500,000
Small City	5,001-12,000	15,000	Unlimited
Large City	12,001-25,000	40,000	Unlimited
Metropolis	25,000-100,000	100,000	Unlimited
Planar Metropolis	100,001+	600,000	Unlimited

PLUGIN: ADVENTURES IN GOLARIAN

System: d20
Rule Set: Pathfinder LITE
Setting: Golarion

Synopsis

Players partake in adventures based in the world of Golarion. An adventure will span however many game sessions are needed for players to triumph or fail. Players will roll characters at the first game session of a new adventure. They may also choose characters from the Pathfinder Society as long as the character's level is within the level range of the adventure.

The lack of a persistent campaign is actually liberating. If a player cannot make it to a particular session they will not miss out on a larger campaign and when they do attend a different game session it is easy to get them up to speed no matter how many sessions they may have missed. This keeps the playing field level and fair over a long span of time despite player attendance. Adventures will also not be limited by a campaign's region, continent, or bound by its previous adventure. Each adventure will be a whole new experience which will take players to the far reaches of the Golarion such as the continent of Avistan, Garund, Azlant, Arcadia, Sarusan, and Tian Xia. Characters, however, will be persistent and kept in a character pool known as the Pathfinder Society.

Pathfinder Society

Summary:
Pathfinders follow a loose code that governs their actions: Explore, Report, and Cooperate.
On Golarion the Pathfinder Society is an organization of explorers, vagabonds, sages, and treasure hunters determined to plumb the depths of the darkest tombs, and collect relics and lore from bygone ages. They travel the world braving traps, monsters, assassins, dangerous natives, and worse, all in order to preserve the secrets of the past and to advance understanding of Golarion's many cultures. Some Pathfinders are dedicated explorers who risk life and limb in the pursuit of ancient lore, or lost historical relics. Just as many Pathfinders are little more than feckless mercenaries, glory hound adventurers, and gold hungry tomb raiders. Regardless of their intentions, every member shares one common dream: to contribute to the *Pathfinder Chronicles*, printed editions of secret lore coveted by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

Pathfinders are a diverse bunch of scoundrels and wanderers. Their loyalties lie on all shores of the Inner Sea, and beyond their adventures as Pathfinders, they often find themselves mixed up in the murky politics of Absalom and the five nations who seek to control the 'City at the Center of the World' from behind the scenes. The Society is based in the Grand Lodge in the sprawling city of Absalom, where five factions engage in a shadow war for control of the city's politics and economy. The outcome of adventures, your actions, and your deeds affect events on a global scale turning the tide of secret wars between some of Golarion's most powerful nations.

Pathfinders have their own personal motives such as seeking fortune and glory all over the face of Golarion. At the same time they may also be a member of a different faction who calls upon the character to serve their own motivations and agendas. Some are members of a faction by choice while others may find themselves wrapped up in their secret agendas by mere associations or consequences

Pathfinder Edict:

- Characters in the Pathfinder Society belong to no individual player. Any player may play any character as needed despite who originally created the character or who has played a character the most. This ensures continuity of game-play that does not stop because a player may be absent.
- Only characters engaged in the same, current, adventure may trade items with members of the party. This is to prevent characters of higher levels giving overpowered items freely to lower level characters thus throwing off the balance of power between characters of the same level vs. the encounters they will face together.

- Parties are formed from characters in the same tier of levels. Level Tiers are dictated by a given adventure.
- Cooperation is key to success; thus an important aspect of Pathfinder Society. Characters need not always be friends or allies but when they are engaged in an adventure it is expected that the party cooperates in order to achieve goals outlined by the Pathfinder Society.
- Pathfinders gain a new level after three adventures.
- Wayfinders are issued to those accepted into the Pathfinder Society and after completing at least one adventure as a Pathfinder of decisions and actions.

Command Structure:

1. Decemvirate: A secret body of ten masked individuals who pass messages along to the captains in subtle and silent ways. Little is known about the Decemvirate, not even their ultimate goals for the collection of the endless data the Society receives.
2. Venture Captains: The day to day running of the Pathfinder Society is managed by the venture-captains. These are usually older or accomplished Pathfinders, or long-time allies of the organization, who have settled down, and claimed a Pathfinder lodge for themselves. They direct Pathfinders in the field towards new and interesting locales, and receive the regular reports that will eventually become part of the Chronicles.
3. Pathfinders: Loosely affiliated adventurers, who are not required to interact. However, they are forbidden direct conflict against each other, but this doesn't stop the more unscrupulous from leading rival parties into dangerous situations and dead ends. Most are taught to recognize the signs indicating a lodge and issued a Wayfinder, which is a type of magical compass. Other than that they are largely free to be and do what they please. This allows for a very diverse membership, with a Chelaxian devil-binder and a Garundi rogue easily finding themselves sharing a night in the same lodge in the far north of Avistan.

Game Session

We will try to have a game session about once every 3 to 4 weeks. Invitations will be sent out via email 1 to 2 weeks ahead of time. Please try to respond back if you will, or will not, be attending as this helps with preparation.

A game session is comprised of Encounters that are part of an Adventure. Adventures are essentially a compilation of Encounters that follow some sort of plot or story. Within Encounters are Challenges. Challenges are things like opponents and tasks. Often to overcome Challenges the players must accomplish Objectives such as killing opponents or completing a task. Session < Adventures < Encounters < Challenges < Objectives

Rewards

Experience:
We do not track experience. Characters gain a level after three adventures.

Treasure:
Who gets what loot is largely up to the players. If it's not written down it doesn't exist so be sure you are recording things accurately on your character sheet.

Faction Prestige:
There are several factions in Golarian and your notoriety with them can be tracked by how much prestige you have earned for a given faction. Prestige is awarded if a character accomplishes things requested of them by a faction but a characters prestige may also fall if they do things opposed to a faction.

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Notes

What is Pathfinder LITE?

I really liked much of what Pathfinder brought to the game table. However I still wanted the sleek, robust, ruleset of Microlite20. What I did was take the core rules of Microlite20 and added in key features that I thought truly defined Pathfinder; the things that really set it apart from 3.5. Then I smelted down those features and incorporated them in to the Microlite20 core rules which resulted in Pathfinder LITE - Players Compendium. I've continued development and now PathfinderLITE has all of its own core documents without any reference back to Microlite20. -- Morgan Mains

Pathfinder Lite is a free minimalist version of the Pathfinder RPG published under Paizo's Community Use Policy. If you are familiar with Pathfinder, you can find everything you need to play Pathfinder Lite in this book (access to the Pathfinder core rules or the Pathfinder SRD will be helpful, however, especially for detailed spell descriptions).

You can use these rules to run and play games in your own homebrew settings or to run any of the adventure paths or independent adventures created for Pathfinder by Paizo Inc. or others.